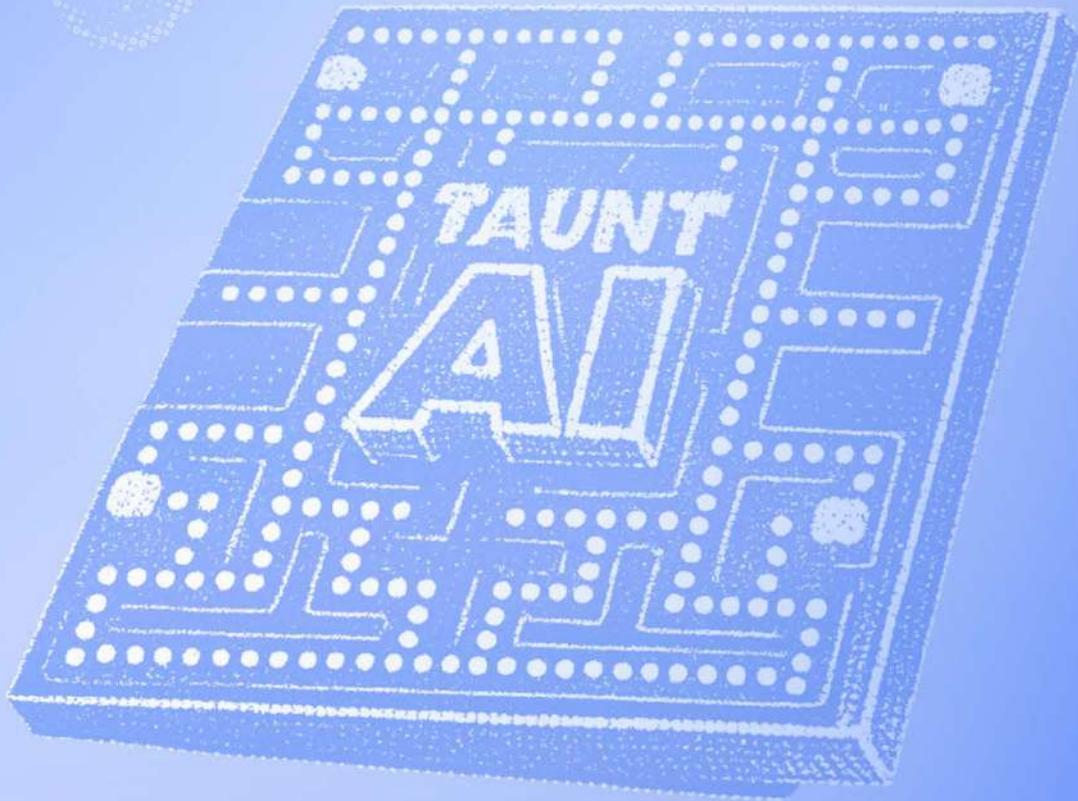


# tauntAI

## WHITE PAPER



**EVERY LIVE MOMENT  
BECOMES A PREDICTION**

**JANUARY 2026**

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



## Prediction Market Disclaimer:

Taunt Live may include interactive prediction-based features tied to live content. These features are designed for entertainment and engagement purposes only and do not constitute gambling, wagering, or financial advice. Participation mechanics, rewards, and outcomes may vary by jurisdiction, and certain features may be restricted or unavailable depending on applicable laws and regulations.

Platform participation may involve skill-based decision making, informational assessments, or entertainment-driven interaction rather than reliance on chance alone.

## 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.



# TABLE OF CONTENTS

<b>About</b>	<b>4</b>
<b>Tokenized Engagement Overview</b>	<b>5</b>
Abstract	6
tauntAI Flywheel + Vision Problem	7
Solution - Tokenized Engagement	8
Introducing the tauntAI	9
Tokenized Engagement Increase & Revenue	10
Tokenized Engagement Lowers CAC Initial	12
Taunt Network Partners	13
Initial Taunt Network Utility	14
	15
<b>Taunt Network Roadmap</b>	<b>16</b>
Taunt Live - Web3 Live Streaming	19
Taunt Product Overview	20
Taunt Live Business Model	21
Taunt Live - Tokenized Engagement for Live Streaming	22
Taunt Live Token Topology	23
Battleworld	24
Battleworld - Proof of Concept Game - Tokenized Engagement	25
How to Play - Battleworld	27
Battleworld - Business Model	28
Battleworld Token Topology	30
Battleworld Token Utility	31
Plat-to-Earn + Watch-to-Earn + Rewards	32
Tnt Token Exclusive Access Utility	33
Tnt Token Governance	34
Tokenomics	35



## About

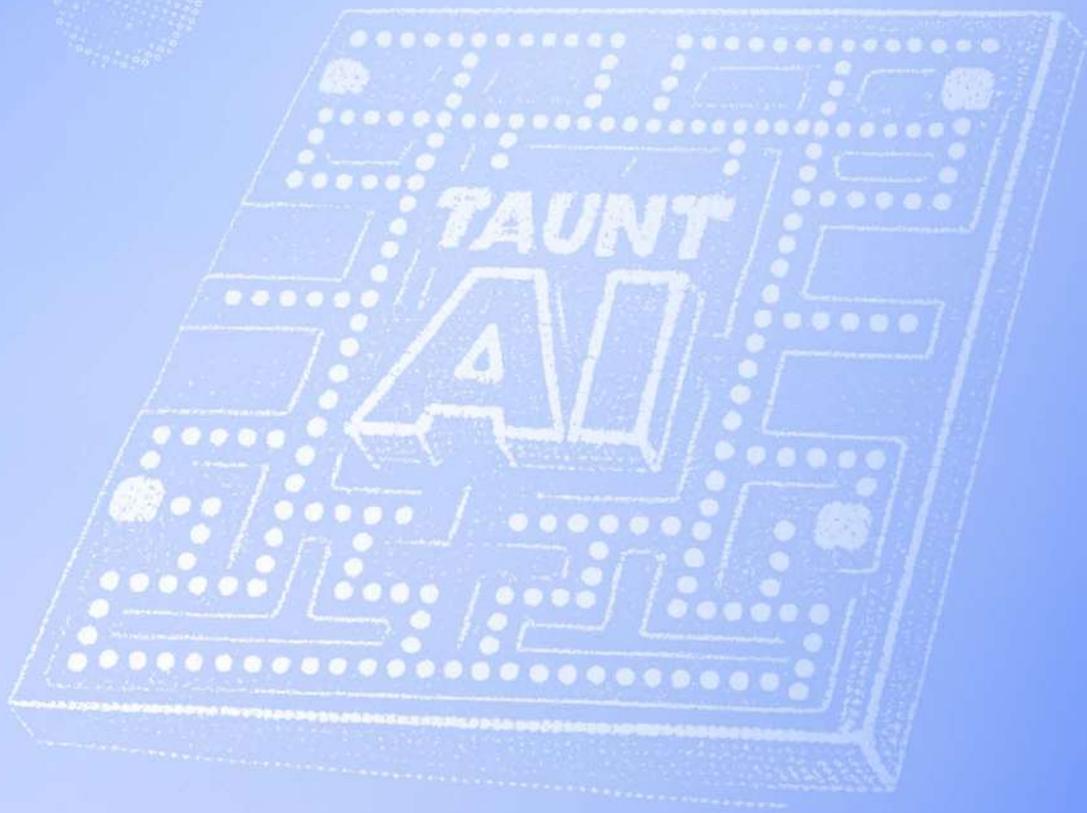
The Forever Association serves as the exclusive issuer of \$TNT tokens. Forever is a nonprofit organization registered in Switzerland. Established on July 13, 2023, Forever is dedicated to advancing transparent, decentralized, and open technology applications within the gaming industry. This partnership 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 is building a real-time prediction market layer for live digital content. Across gaming, sports, finance, and entertainment, Taunt Live transforms live moments into interactive prediction markets, enabling audiences to actively participate rather than passively watch.

By leveraging blockchain-enabled infrastructure and AI-powered tooling, tauntAI introduces a new engagement paradigm where viewers make predictions tied directly to what is happening on screen. These real-time interactions drive deeper engagement, longer watch times, and new monetization opportunities for creators, platforms, and developers.

This whitepaper outlines the strategic vision of the tauntAI ecosystem, detailing the Taunt Live platform, its prediction-driven engagement mechanics, and the supporting network economy. It also presents Battleworld as a proof-of-concept environment demonstrating the power of live, outcome-based interaction within game development.

Finally, the paper describes the role of the native \$TNT token in facilitating participation, aligning incentives, and powering interactive features across the ecosystem, alongside a roadmap for continued platform development.



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.



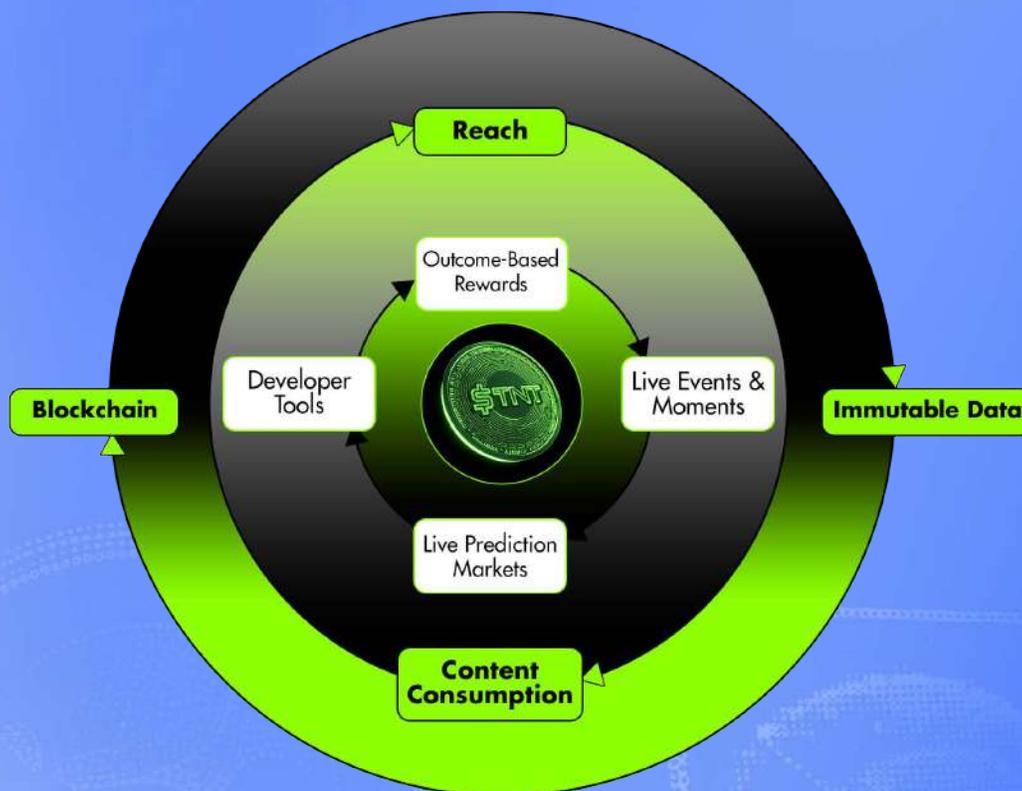
# tauntAI FLYWHEEL + VISION

Live digital content is entering a new phase where audiences expect participation, not passive consumption. tauntAI is building the prediction layer for live experiences, enabling real-time interaction through outcome-based participation across gaming, sports, finance, and entertainment.

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 + creators in the world to 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.

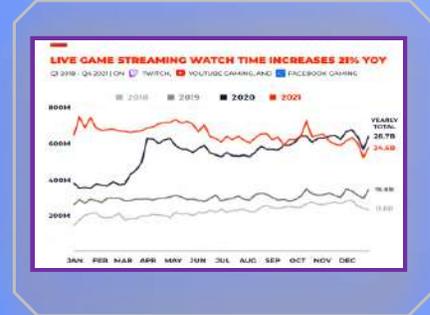


\$TNT powers participation, settlement, and incentives across real-time prediction markets.



# PROBLEM

1. Live streaming content is abundant but hard to monetize



Example: 34.6B hours of gaming content streamed per year

Fragmentation creates headwinds for adoption



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

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



4. Passive viewing experiences limit engagement and monetization potential — viewers have no economic stake in live outcomes.



# SOLUTION



tauntAI introduces real-time prediction markets, enabling viewers to predict outcomes during live events and be rewarded for accuracy.

Developers and content creators conceptualize features around live streaming content that are tokenized on the blockchain.



**tauntAI Tools**



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



# INTRODUCING tauntAI

## Prediction Markets for Live Video

Since its inception, tauntAI has focused on transforming live streaming into an interactive, participatory experience for creators and audiences. With the Taunt Live platform, tauntAI introduces real-time prediction markets embedded directly into live content, enabling viewers to actively participate by predicting outcomes as events unfold.

These prediction-driven interactions create deeper engagement, extend watch time, and unlock new monetization opportunities for creators, platforms, and developers — fundamentally reshaping how live content is experienced and monetized.

### Rewards

Taunt Live rewards users based on participation and prediction accuracy during live events. By tying incentives directly to outcomes, creators can design ongoing interactive moments that drive sustained engagement while aligning rewards with real-time viewer decision-making.

### Interactive Products

Prediction-driven engagement fosters stronger audience loyalty by encouraging repeat participation, competitive streaks, and community interaction around live moments. Over time, these mechanics build durable viewer relationships and long-term creator communities.





## Competition

Taunt Live enables competitive experiences through real-time prediction markets embedded within live content. Viewers and players compete by predicting outcomes as events unfold, creating dynamic, outcome-driven competition that increases excitement, repeat participation, and monetization opportunities for creators and developers.

## Gamefied Live Streaming

tauntAI provides developers with tools to embed real-time prediction markets directly into live experiences. These interactive product allow audiences to participate continuously through outcome-based decisions, transforming live content into dynamic, participatory environments powered by blockchain-backed settlement and rewards.



# PREDICTION DRIVEN 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

 **Spotify®**

\$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 streaming capabilities



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



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



# INITIAL tauntAI UTILITY

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

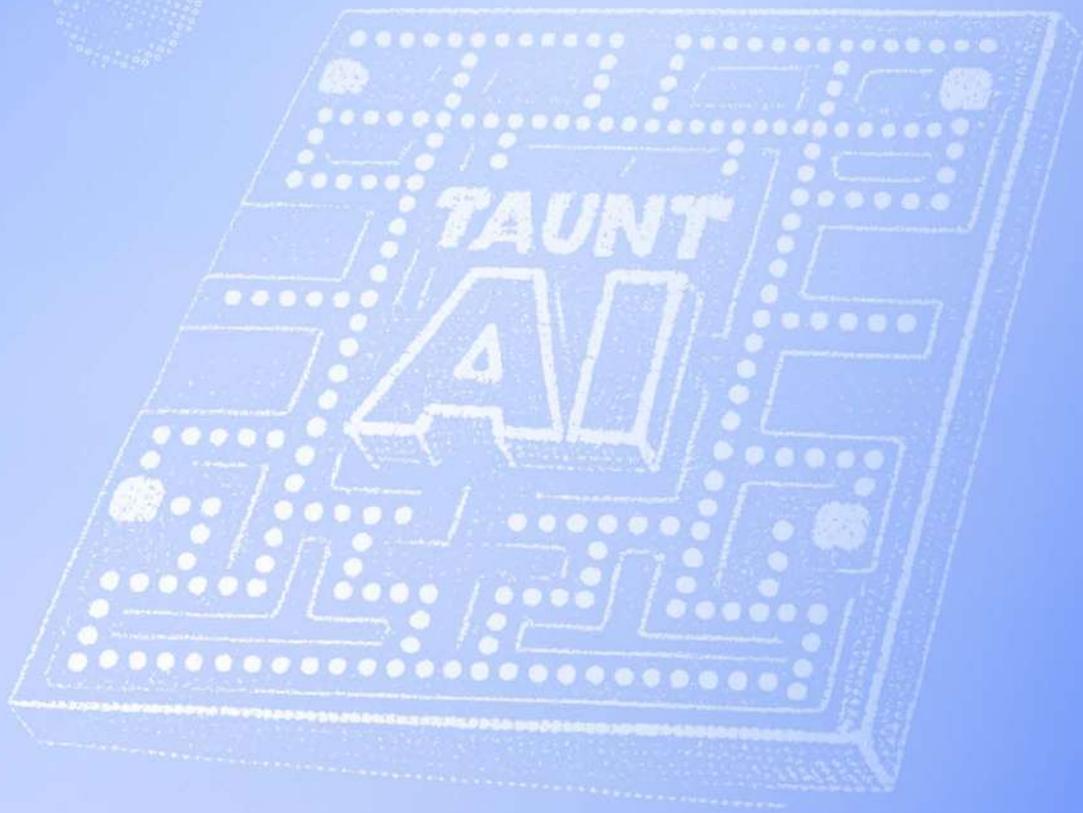


Powers platform purchasing, social rewards, engagement rewards

Powers in-game purchasing, ecosystem governance, and rewards

Powers decentralized in-app purchasing and rewards





# tauntAI ROADMAP



# tauntAI ROADMAP

Q1 2026



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

Q2 2026



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

Q3 2026



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

Q4 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 – THE PREDICTION LAYER FOR LIVE STREAMING



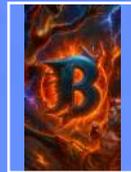
Taunt Live is a turnkey streaming platform and toolset for existing web3 games to add free to play, wagering, and pay to play monetization to their live streaming content



Active  
Prediction  
Participants



Secure Market  
Infrastructure &  
IP Protection



Second-Screen  
Prediction  
Experiences

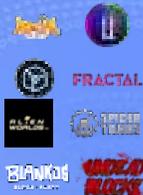


Outcome-Based  
Audience  
Conversion



Creator  
Monetization  
via Prediction  
Markets

Aggregate live engagement and prediction market data across partner content



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

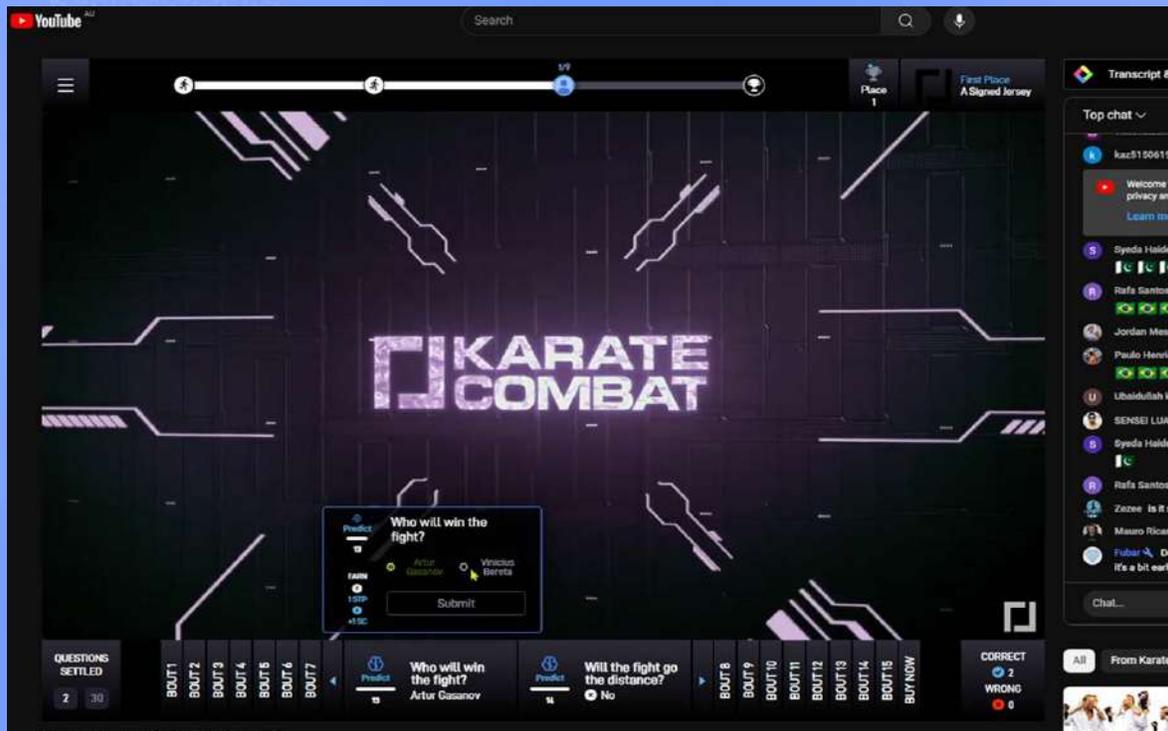


Content pushes players to platform - shows proof of concept to developers

Platform pushes players to games



# Taunt Product Overview



The Taunt Live platform is a real-time prediction market layer for live digital content. It enables creators, developers, and broadcast teams to embed interactive prediction markets directly into live streams, allowing audiences to participate by predicting outcomes as events unfold. The Taunt Live platform supports the full lifecycle of real-time prediction markets, including live challenges, real-time audience prediction tracking, avatars, leaderboards, outcome-based rewards, prizing, and full interface skinning to match sponsor or broadcast branding. These roles allow creators and broadcast teams to control who can create markets, participate in predictions, moderate outcomes, and manage reward distribution during live events.

Taunt Live prediction markets can be deployed across web, mobile, and embedded experiences, enabling participation without requiring viewers to leave the live stream.



# TAUNT LIVE BUSINESS MODEL

## 1. Platform Fees (B2B)

Taunt Live will charge a service fee for all revenue on the platform.

## 2. Subscription (B2C)

Power users can subscribe to premium Taunt Live plans to access advanced prediction market features, enhanced analytics, priority tools, and exclusive participation opportunities.

## 3. Microtransactions (B2C)

Taunt Live supports optional paid participation features such as premium predictions, cosmetic enhancements, boosts, and access-based mechanics that enhance engagement without guaranteeing outcomes.

## 4. Advertising/Affiliate Revenue

At scale, Taunt Live enables brands and partners to sponsor prediction markets, moments, and interactive experiences across highly engaged live audiences allowing millions engaged, transacting users for companies to advertise.

PLATFORM UTILITY | PLAYER REWARDS | EXCLUSIVE ACCESS

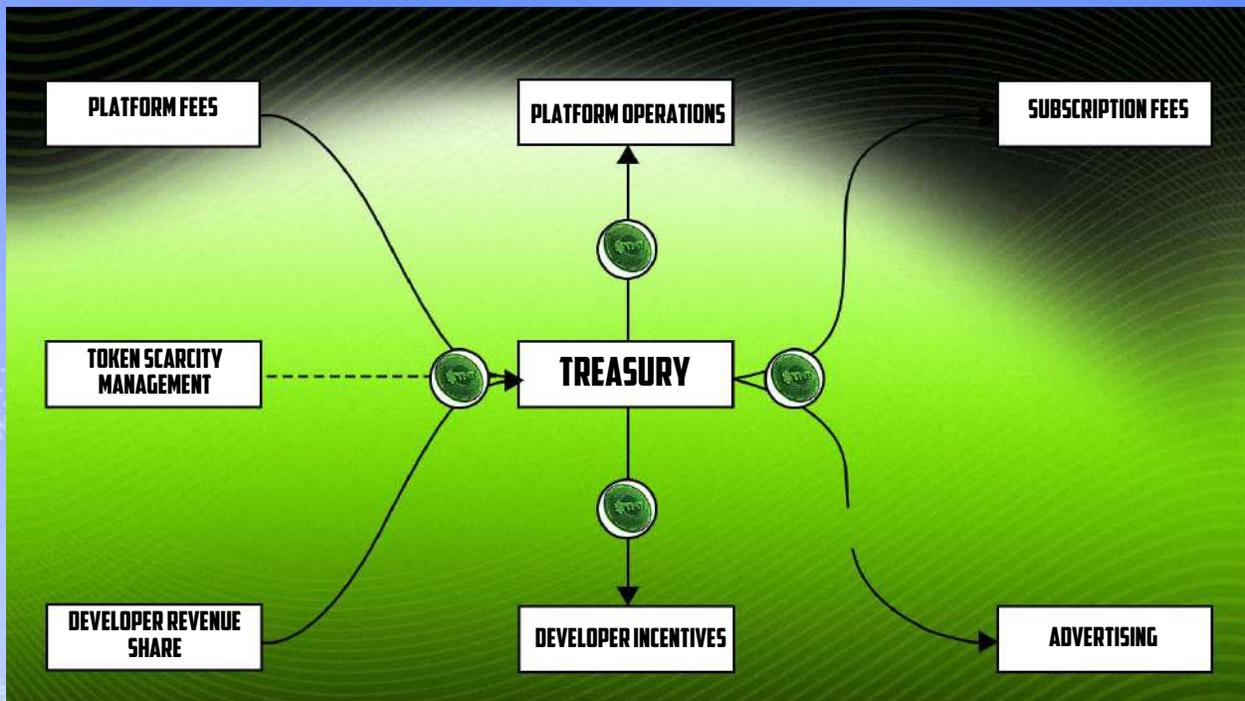


# Taunt Live Token Topology



Taunt Live's token topology is designed to support real-time prediction market participation across live digital content. The token functions as a core utility mechanism within the Taunt Live ecosystem, enabling access to market creation tools, participation features, outcome-based rewards, and platform incentives. Token usage coordinates engagement across creators, developers, and audiences while maintaining transparency and on-chain accountability — without guaranteeing outcomes or financial returns. Taunt Live's streaming infrastructure enables audience participation through prediction-based interactions, accuracy-driven rewards, and automated market settlement. These mechanics enhance live engagement and monetization while preserving the integrity of gameplay and content outcomes. By combining scalable data infrastructure, creator tooling, and optional token-powered utilities, Taunt Live reduces friction for developers, expands participation across free-to-play and premium experiences, and supports sustainable ecosystem growth across web and mobile platforms.

**The token functions as an access, coordination, and incentive mechanism within the Taunt Live ecosystem and is not required to participate in free-to-play prediction experiences.**



The image is a promotional poster for the game Battleworld. It features three large, imposing bosses standing in a fiery, volcanic landscape. The central boss is a large, muscular, horned creature with red eyes and a dark, spiked collar. To his left is a slender, female figure with a yellow and black outfit and a headpiece. To his right is a female figure with a red and black outfit and a crown-like headpiece. The background is filled with green energy trails and floating green coins with the '\$TNT' logo. The title 'BATTLEWORLD' is written in large, blue, stylized letters with a fiery glow. Below the title is the tagline 'DEFEAT THE BOSSES. RULE BATTLEWORLD' in white, italicized text. At the bottom of the image, five smaller characters are shown in various poses, representing the player's team. These characters include a black and yellow figure with a bull mask, a lizard-like creature, a female figure with a yellow and black outfit, a blue and black figure with a hood and bunny ears, and a male figure with a yellow and black outfit and a crown. The overall aesthetic is dark and action-oriented, with a focus on combat and power.

*DEFEAT THE BOSSES. RULE BATTLEWORLD*



# BATTLEWORLD - PROOF OF CONCEPT GAME - TOKENIZED ENGAGEMENT



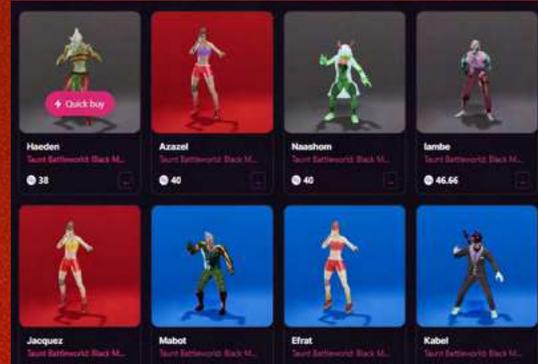
- **Battleworld** is a proof-of-concept game designed to demonstrate how real-time prediction markets can enhance live competition, strategy, and audience engagement. The experience combines discovery, tactical decision-making, and resource management with live spectator interaction powered by Taunt Live.
- **Battleworld leverages a real-time tournament** engine that generates continuous prediction opportunities tied to live matches and in-game moments, enabling audiences to participate, forecast outcomes, and earn rewards through accuracy-based engagement.
- Goal to deliver up to **20,000** wagering matches and **200,000** individual betting markets to distribution partners
- Content can be consumed directly by Taunt Audience and distributed to **top prediction** market operators



# HOW TO PLAY – BATTLEWORLD

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

## STEP 1 – ACQUIRE A WARRIOR



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

## STEP 2 – TRAIN, LEARN & COMPETE



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

## STEP 3 – STRATEGY & LIVE ENGAGEMENT



## STEP 4 – WATCH & PREDICT



## 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 5 – CUSTOMIZE & PROGRESS

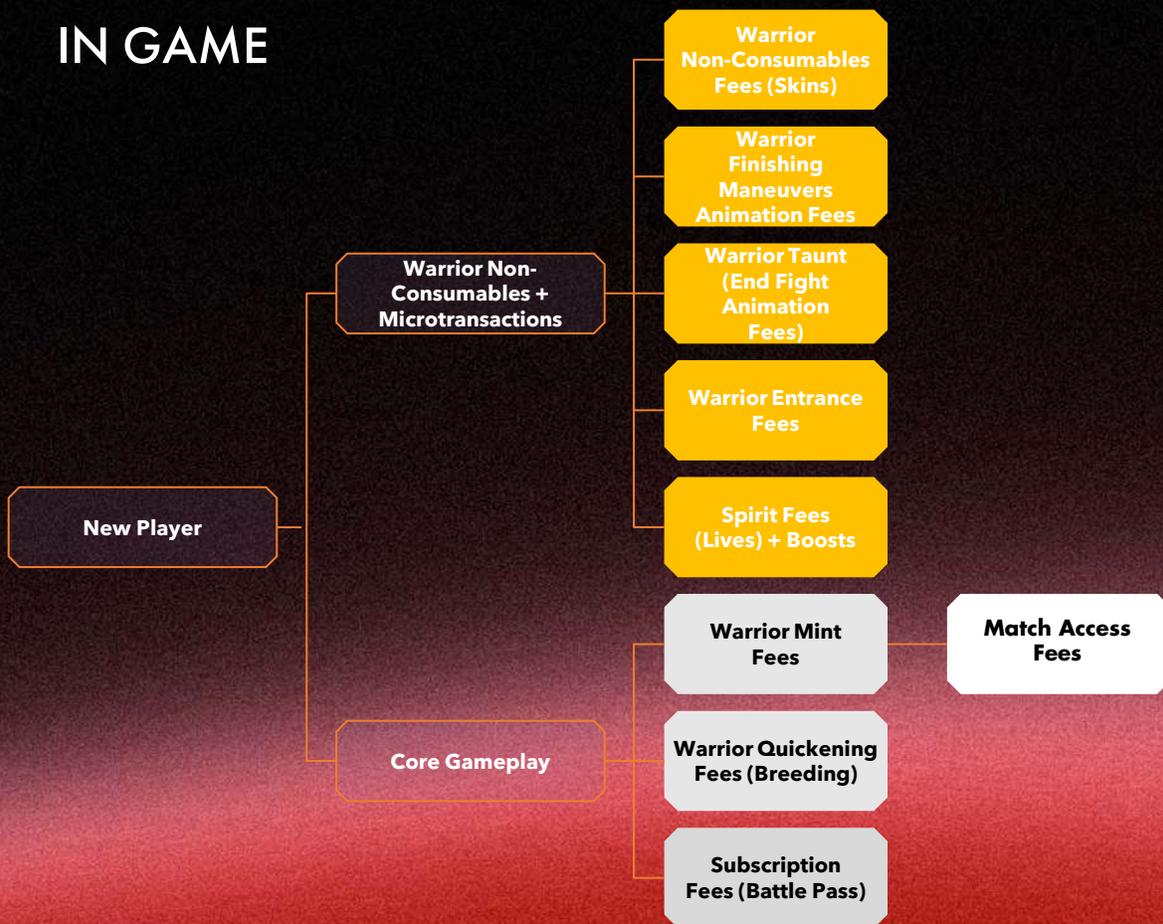


Use earned in-game currency to buy fighters, finishing maneuvers, taunts, and skins



# BATTLEWORLD – BUSINESS MODEL

## IN GAME



## OUT OF GAME



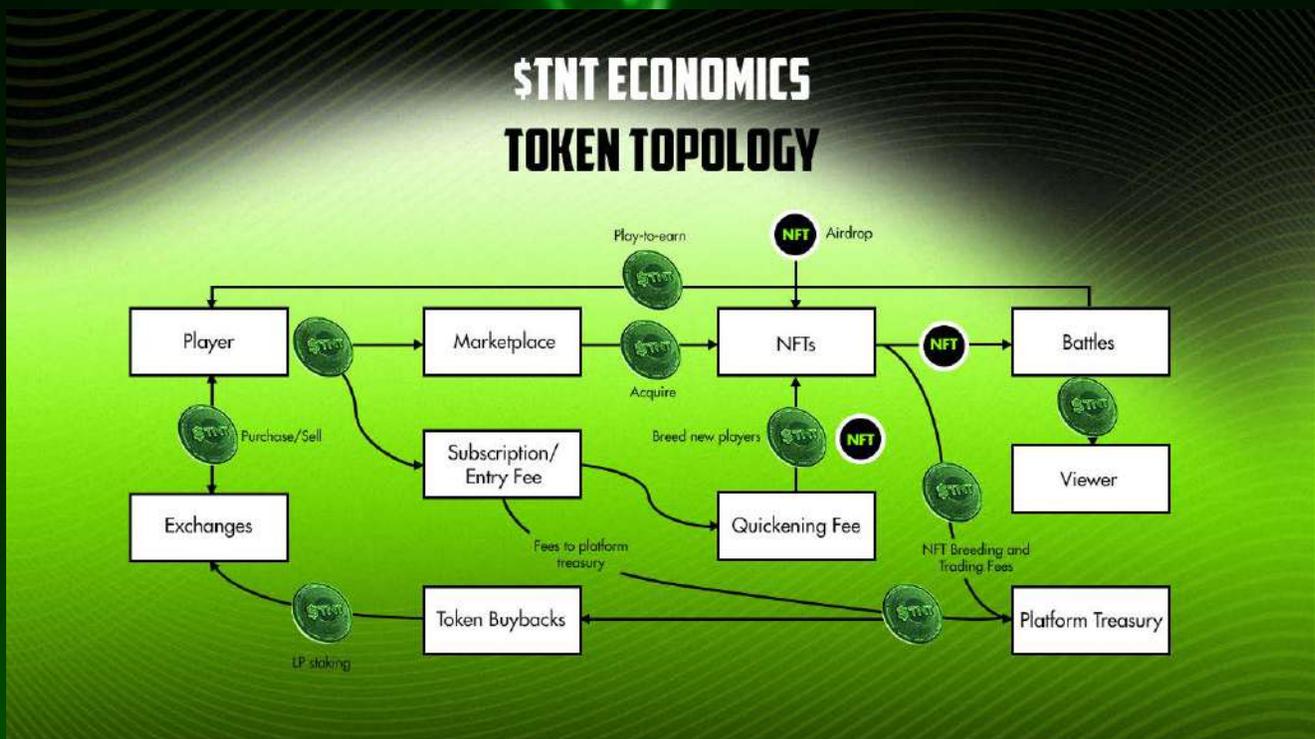
GOVERNANCE | IN-GAME UTILITY | PLAYER REWARDS | EXCLUSIVE ACCESS



# BATTLEWORLD TOKEN TOPOLOGY

Battleworld is a Web3-enabled digital collectible fighting game that blends competitive gameplay, live entertainment, and community participation. Built on blockchain infrastructure and powered by the Taunt Live interactive platform, Battleworld allows players to train fighters, participate in tournaments, and engage with live matches through hybrid AI-assisted and player-driven gameplay. Both players and viewers are rewarded for participation and engagement through the \$TNT token and in-game NFT utilities.

The Battleworld ecosystem incorporates play-to-earn, view-to-earn, and engage-to-earn mechanics that incentivize both active competitors and spectators. While similar engagement models have gained traction across streaming platforms such as Twitch, Kick, and YouTube, they have historically been difficult for developers to implement at scale. Taunt Live abstracts this complexity by providing the underlying infrastructure for live interaction, rewards distribution, and scalable engagement mechanics across gameplay and viewing experiences. Our long-term vision is to progressively decentralize the Battleworld ecosystem, enabling community participation in governance, content direction, and economic decision-making. By the end of 2026, Battleworld aims to operate as a community-driven platform where players, creators, and stakeholders collectively shape the evolution of the game and its economy through transparent, on-chain systems.

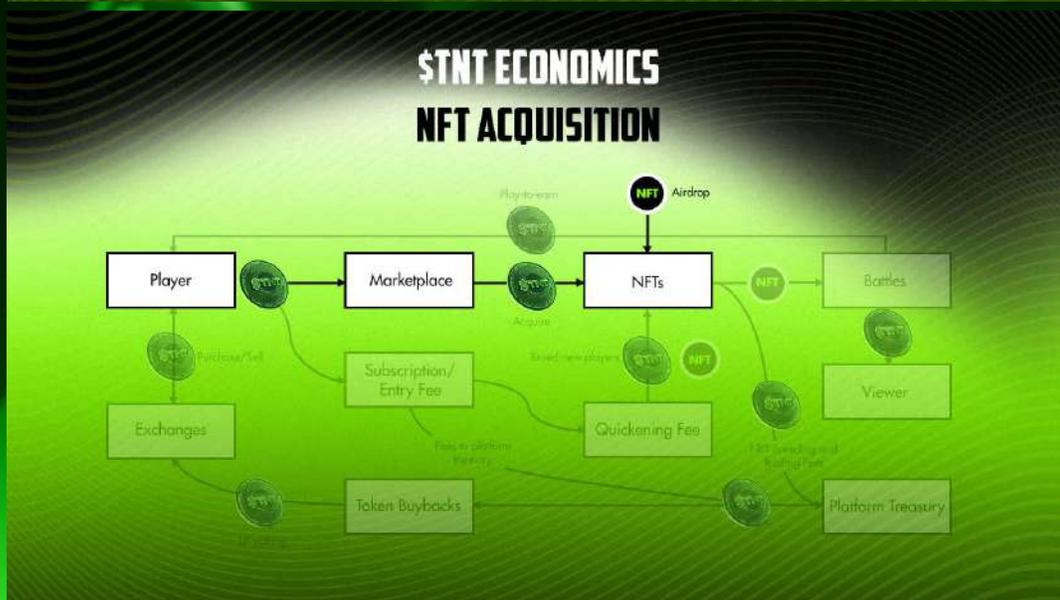
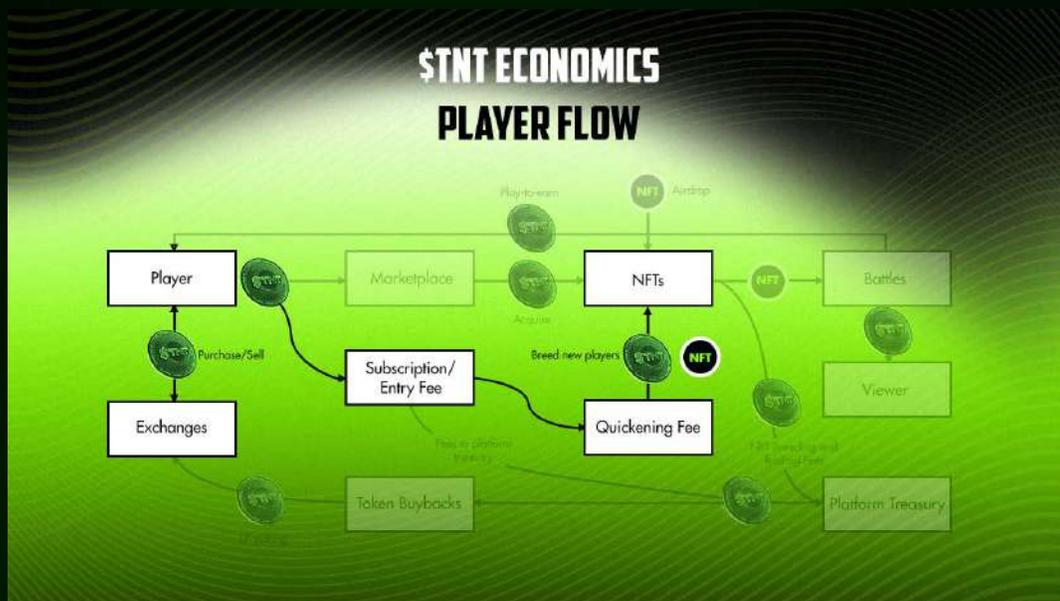


# BATTLEWORLD TOKEN UTILITY

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

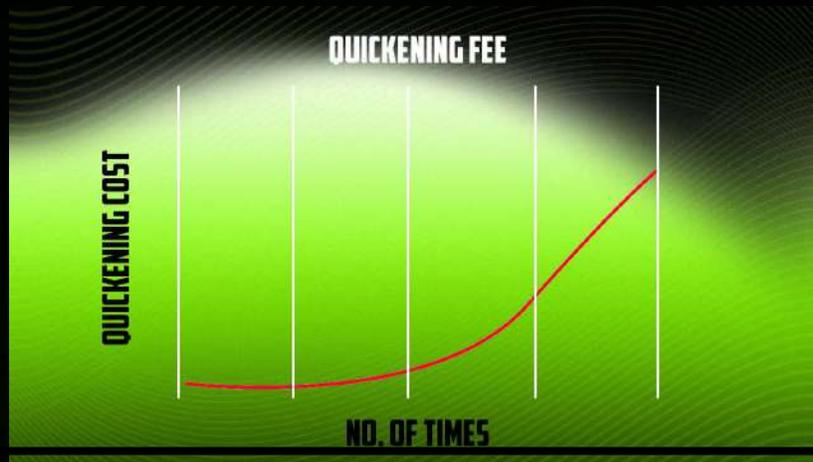
\$TNT may initially be available in limited quantities for members of the community for early participation. After this, \$TNT may be available on select decentralized and centralized exchanges. We are in deep discussions however a listing cannot be guaranteed.

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.

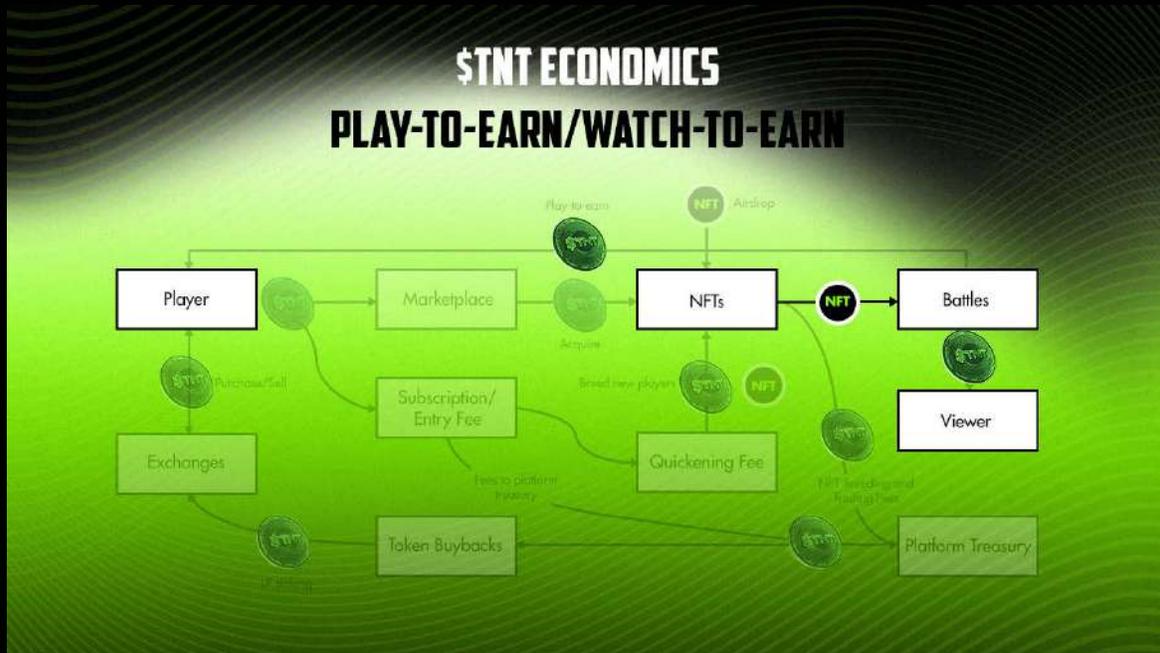
**Secondary Market** – users can purchase and sell Taunt NFTs on any other secondary market such as Open Sea. Purchases made on such resale platform may not support \$TAUNT or fiat purchases and are not guaranteed to be authentic.

**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



Battleworld combines play-to-earn, watch-to-earn, and engagement-based rewards into a single interactive ecosystem powered by \$TNT. Players and viewers can earn rewards through gameplay performance, strategic participation, and live prediction interactions across the Taunt Live platform.

## NFT Utility Across the Ecosystem

A variety of NFTs are used throughout gameplay and platform interactions:

### Player Characters

Required to participate in gameplay. Higher-rarity characters may unlock enhanced progression and reward potential.

### Taunts

Finishing moves and in-game animations that increase \$TNT earned during gameplay.

### Power-Ups / Boosts

Single-use NFTs that temporarily enhance a player's combat attributes during a match.

### Skins

Cosmetic NFTs that customize a player's appearance.

### Entry Fee Packs

Single-use NFTs that allow players to waive gameplay entry fees.

### Weapons

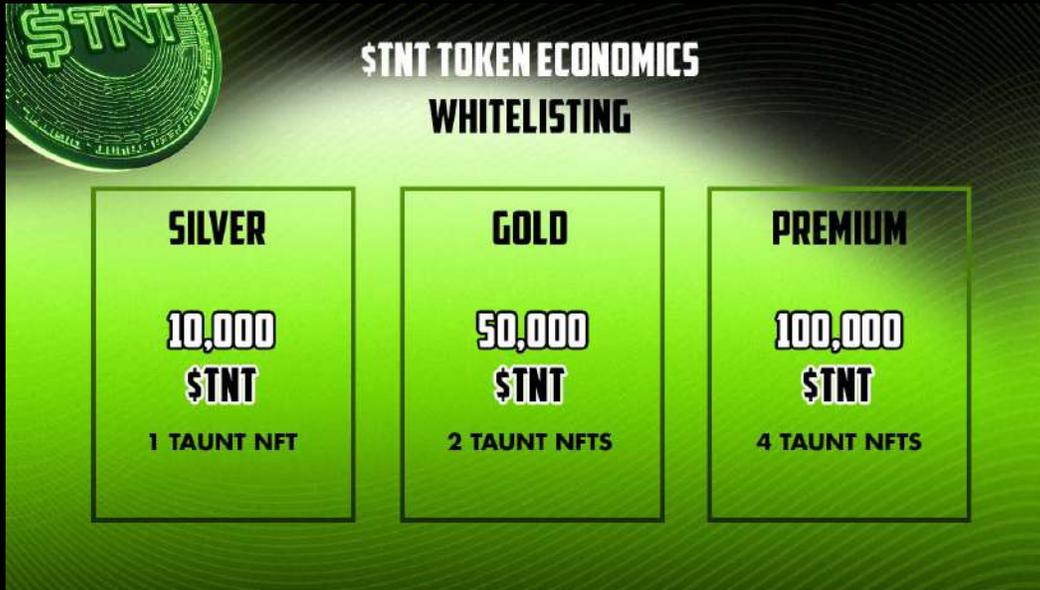
Persistent NFTs that increase a player's offensive or defensive capabilities.

### Enhancements

Persistent NFTs that improve specific player attributes during gameplay.



# 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 functions as a governance token, enabling holders to propose and vote on community-driven changes to the Battleworld ecosystem.

Governance decisions follow a structured three-step process. Proposals begin with an initial solicitation of interest within the community forum, followed by a formal consensus vote submitted as a Taunt Improvement Proposal (TIP). Approved proposals then move into implementation.

Examples of governance proposals may include gameplay adjustments, tournament formats and reward structures, the introduction of new licensed intellectual property, and the release of new NFT collections or features.

## Partnerships

During its Alpha phase, Battleworld has established strategic partnerships across licensed IP, blockchain infrastructure, and data providers.

### 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

- DevvX, Polygon – Blockchain
- Magic Eden– Marketplace
- Karate Combat
- Cointelegraph
- Coin Terminal
- OpenPad
- Poolz Finance
- 

### Data/Wagering

- Grid.GG – Data

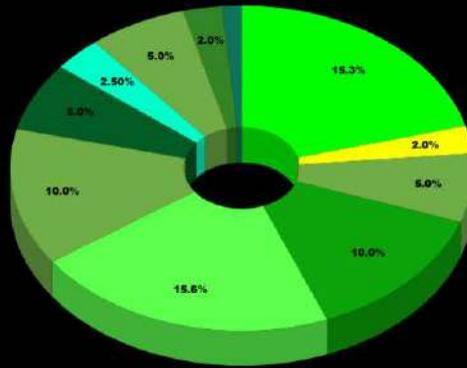




## **\$TNT TOKENOMICS**

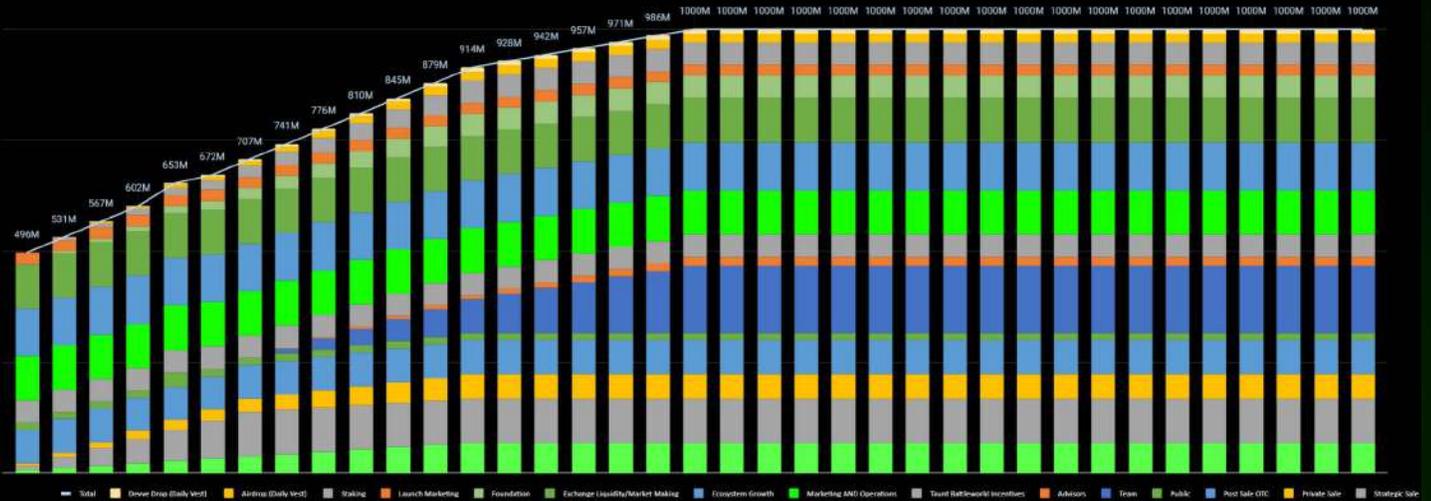


# TOKENOMICS



- Team
- Advisors
- Taunt Battleworld Incentives
- Marketing & Operations
- Ecosystem Growth
- Exchange Liquidity/Market Making
- Foundation
- Launch Marketing
- Staking
- Airdrop (Daily Vest)
- Devve Drop (Daily Vest)

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
<b>Sub-total Token Sale</b>		<b>27%</b>	<b>266,533,333.33</b>	<b>\$ 4,799,500</b>
<b>Non-Sale Distribution</b>				
	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	
<b>Sub-Totals Non Sale</b>		<b>73%</b>	<b>733,466,666.67</b>	
<b>Totals</b>		<b>100%</b>	<b>1,000,000,000.00</b>	
<b>Total Token Circulation</b>			<b>1,000,000,000</b>	
<b>Total Raise</b>			<b>\$ 4,799,500</b>	

### 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
10.00%	-	-	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	1	3	26.67%	8,888,889	\$ 333,333
						<b>TGE D1 from Sale Rounds - Total</b>
						<b>30,986,667 \$ 1,549,333</b>
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	1	-	-	12,500,000	\$ 625,000
-	-	1	-	-	-	\$ -
-	-	1	-	-	-	\$ -
25%	1	1	-	-	25,000,000	\$ 1,250,000
10%	1	12	12	7.50%	3,750,000	\$ 250,000
25%	1	-	-	-	6,250,000	\$ 312,500
25%	1	12	12	6.25%	3,125,000	\$ 625,000
10%	1	12	12	7.50%	1,500,000	\$ 100,000
10%	1	12	12	7.50%	750,000	\$ 50,000
						<b>TGE D1 - Total</b>
						<b>95,236,667 \$ 4,761,833</b>
						<b>Total D1 Circulation</b>
						<b>95,236,667 \$ 4,761,833</b>
						<b>Percent D1 out of total supply</b>
						<b>9.52%</b>

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## Risk Statement

### Risk Factors

A purchase of \$TNT involves a high degree of risk. You should consider carefully the risks described below before making a purchase decision. The following risks entail circumstances under which, Forever's (The Company) business, financial condition, results of operations and prospects could suffer.

#### Risks associated with Rights

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

The DevX 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 DevX 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.





APPENDIX



# PLATFORM OVERVIEW



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<b>Distribution Options</b>	<b>4</b>
Stream Overlay Mobile Independent	4
Website Core Feature Set	6
Leaderboard	6
Active Challenges	7
Challenge History	7
Challenge Resolution	8
Points	8
Player Names & Avatars	8
Prizing	8
<b>Management Tools</b>	<b>9</b>
Game Phases	10
Challenge Creation	11
Challenge Templates	12
Challenge Resolution	13
Content Monitoring & Moderation	13
Sponsor Skin Selection	14
Leaderboard Monitoring	14
Prize Configuration	14
Updating Avatar Options	15
<b>UI Skinning &amp; Customization</b>	<b>15</b>
Computer Vision & AI	16
Recognizing Game Events via CV	17
Authoring Audience Challenges via AI/ML	17
Odds Calculation	18



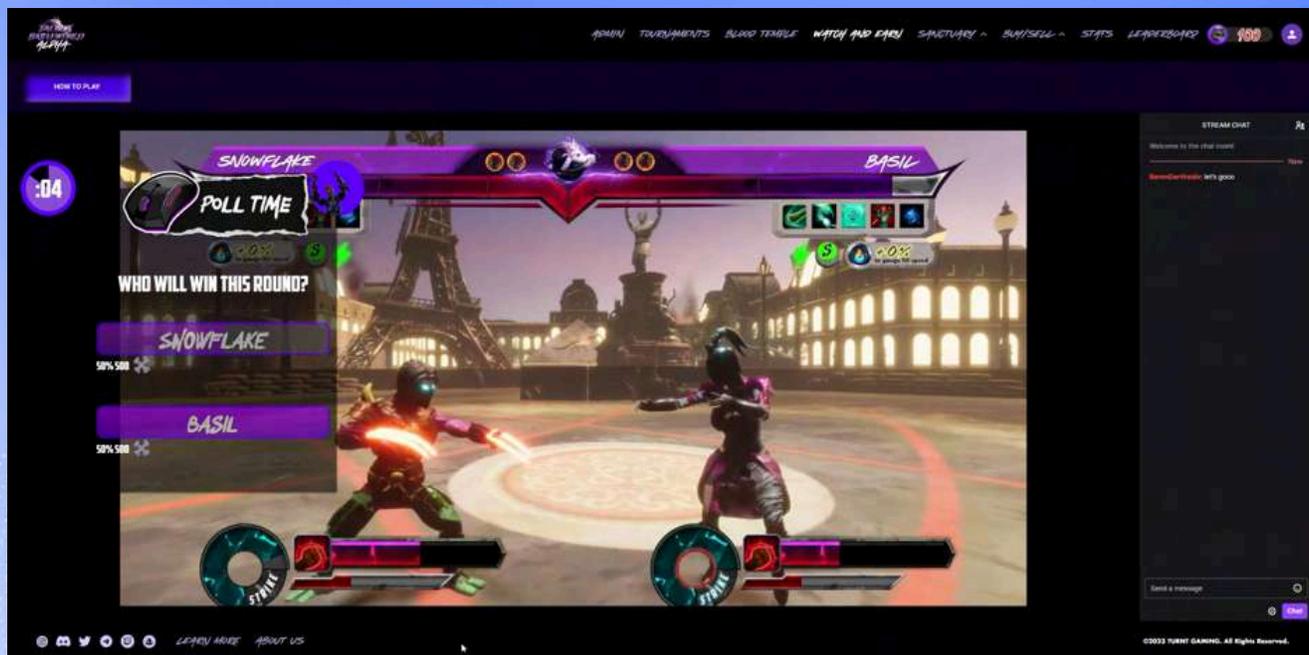
## Distribution Options

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

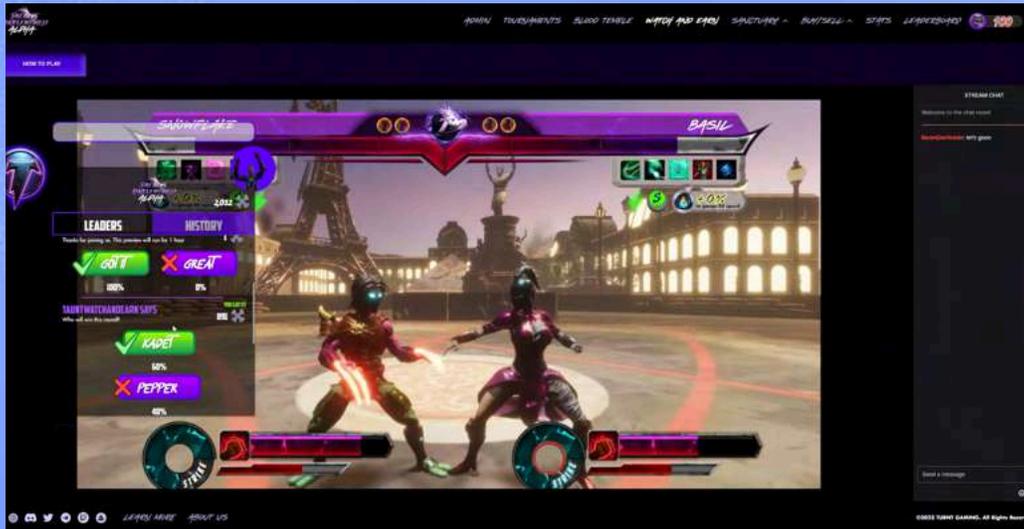
The vision for is to be cross platform. Currently a mobile extension has been created for Twitch. The experience is integrated into the core mobile viewing experiences of the Twitch with interchangeable chat for the stream when enabled by the channel host. As mentioned earlier, once Taunt is running 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's 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).







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

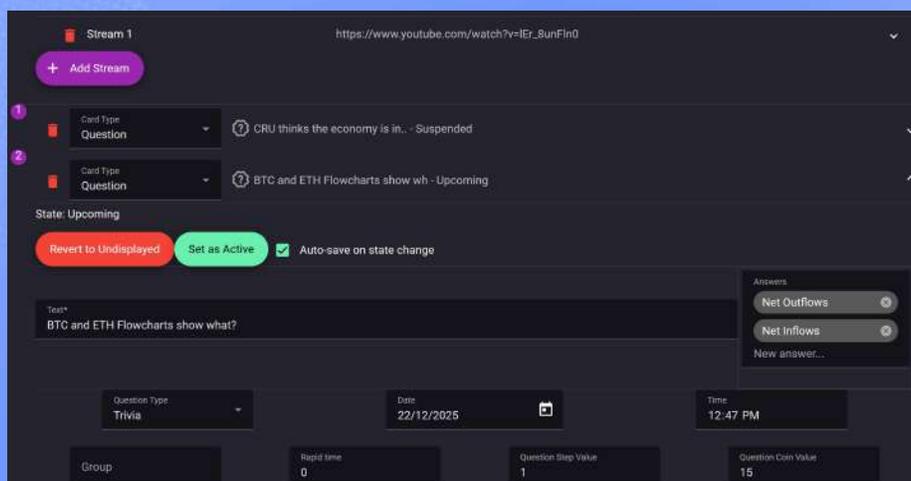
Access to the Manager is currently built upon 3rd party authentication using standard cross platform OAuth. This enables the Taunt toolset to make use of moderator roles to quickly enable mods to manage games of Taunt for their favorite streamers. Additional OAuth systems can be added into the toolset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

0 characters left

**CHALLENGE SCORE:**

600

**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](#)

**TAUNTWATCHANDLEARN**

*Who will win the Blood Battles championship?*

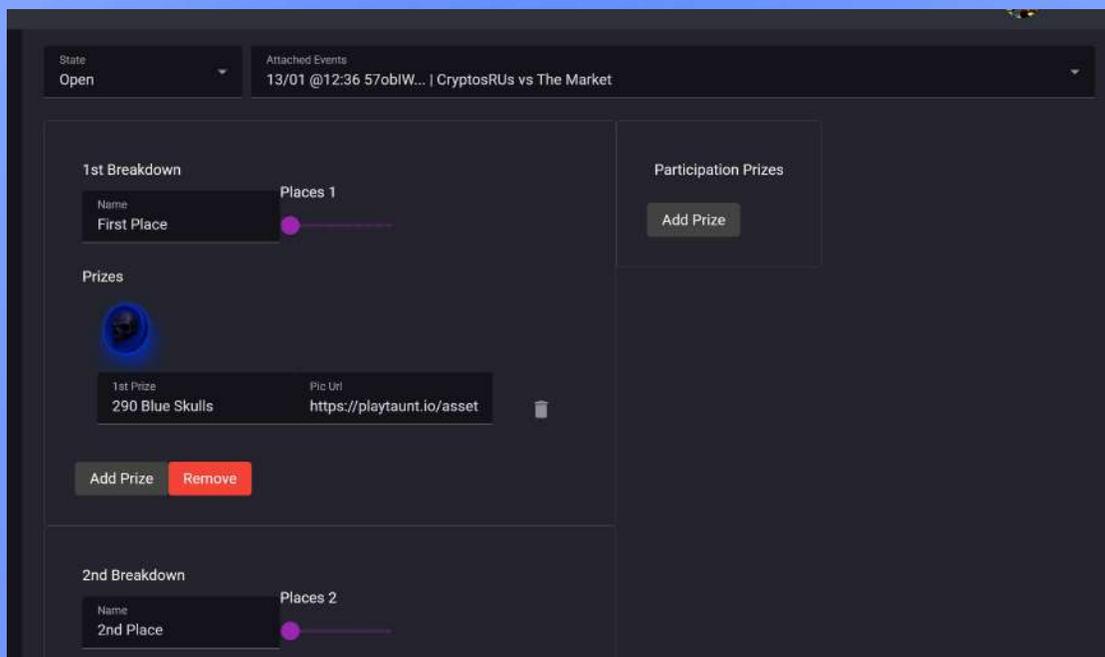
Kang Hyphen

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

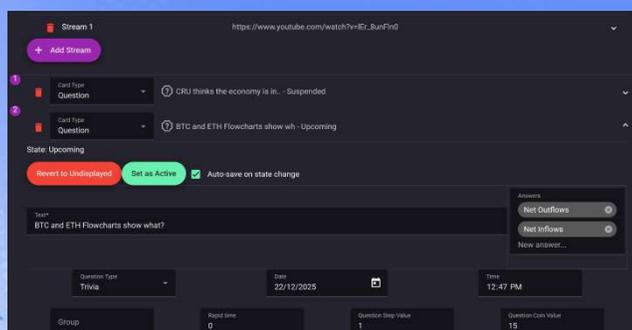
As mentioned above, Taunt supports the ability for challenge creators to build a list of challenges that can be quickly pulled from during a live match. The goal of the templates functionality is to make it easy for Taunt game managers to prep their content ahead of time in order to run a seamless game 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



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.

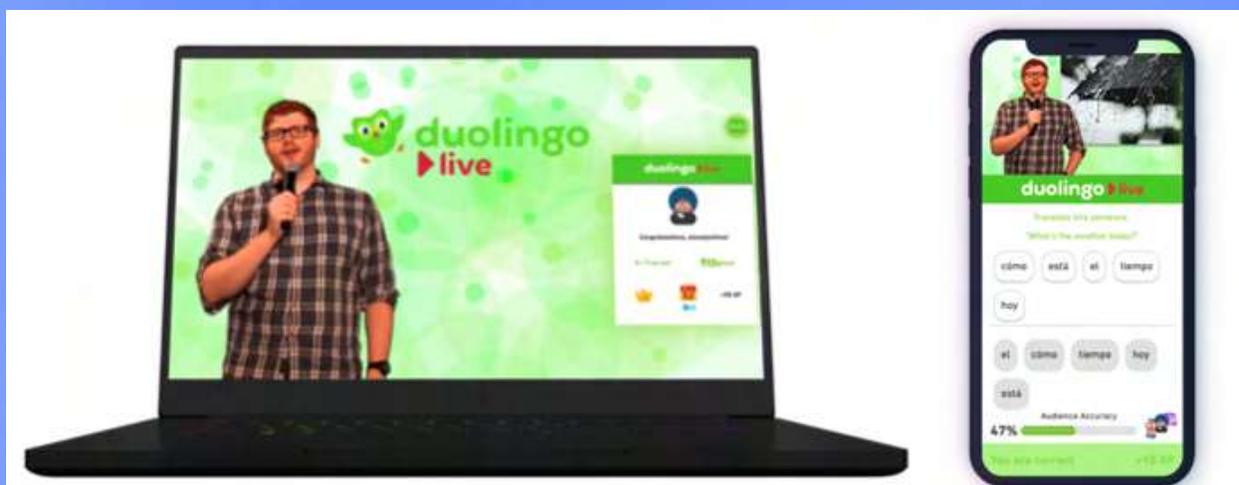
As mentioned in the management tools section of this document, skinning of the current experience is done via a simple JSON configuration file. Once a JSON configuration is built, it appears in the Taunt management tool as an option for the broadcast team to quickly display to the audience. A new skin 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.

