

tauntAI WHITE PAPER



**EVERY MOMENT
IS A MARKET**

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.

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. 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.

tauntAI

TOKENIZED ENGAGEMENT OVERVIEW

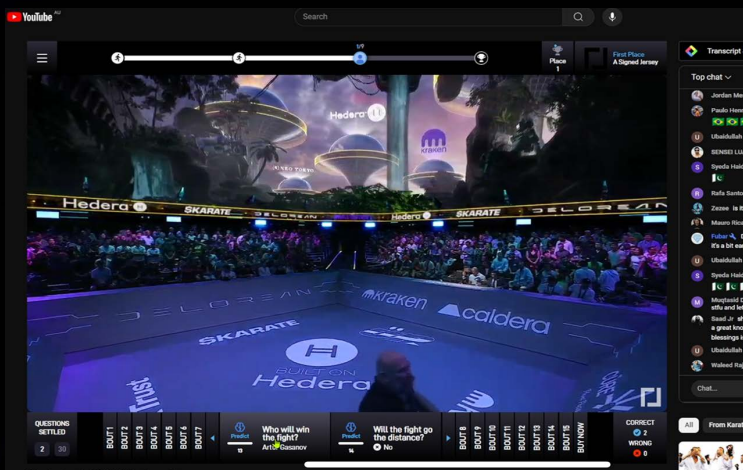
ABSTRACT

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.

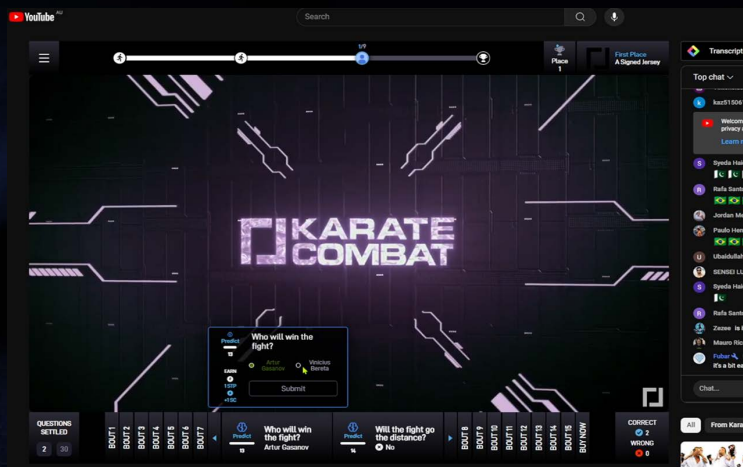
This whitepaper outlines the strategic vision of the tauntAI ecosystem, detailing the Taunt Live platform, its prediction-driven engagement mechanics, and the supporting network economy. It also presents Battleworld as a proof-of-concept environment demonstrating the power of live, outcome-based interaction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



Every live moment has a market. Real-time prediction markets fire as the action unfolds — call the next play, outcome, or moment and earn while you watch.

Predict, compete, and get rewarded. Skill-based markets mean the sharpest reads win. Engage on any platform, any stream, any time — your predictions, your earnings.



Decentralized markets built for everyone. Open, permissionless prediction infrastructure that turns passive viewers into active participants — no gatekeepers, just live markets running 24/7.

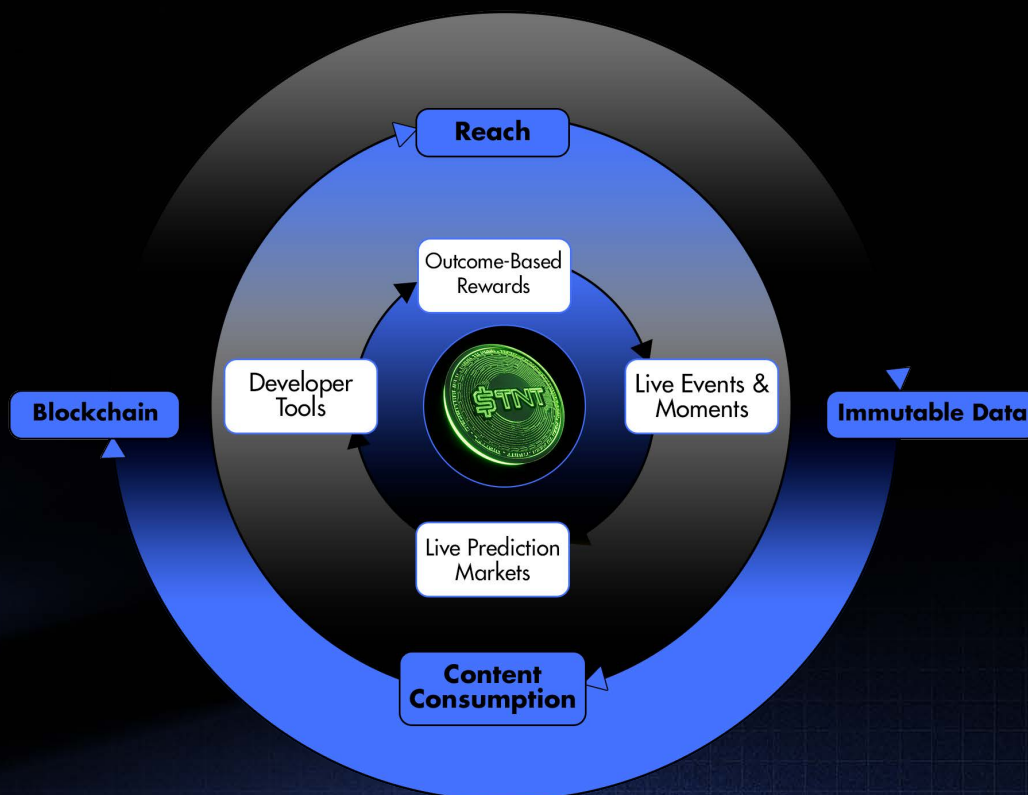
tauntAI FLYWHEEL + VISION

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.

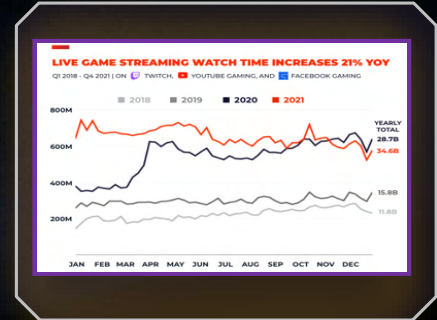
The vision for cross platform tools that are platform agnostic will allow for the greatest adoption of our network tools and make developers less dependent on streaming platforms.



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

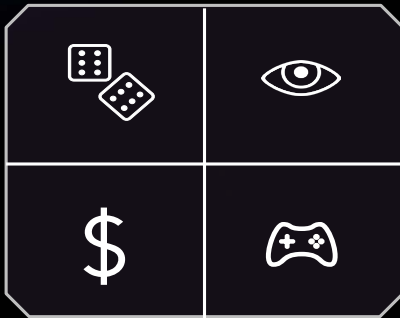
PROBLEM

1. Live streaming content is abundant but hard to monetize



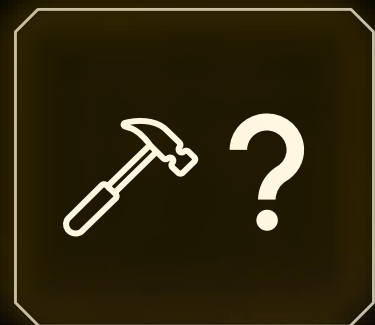
Example: 34.6B hours of gaming content streamed per year

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



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

SOLUTION

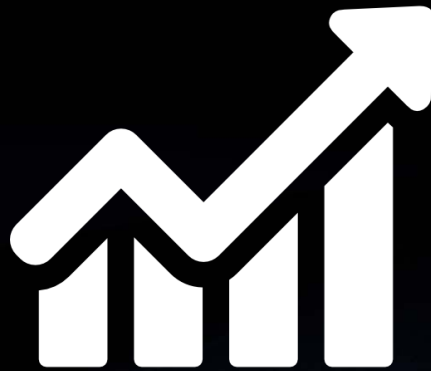


tauntAI introduces real-time prediction markets, enabling viewers to predict outcomes during live events and be rewarded for accuracy.

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



tauntAI Tools



Viewers connect through competition, prediction markets, rewards, and social viewing

INTRODUCING TAUNT LIVE

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 Streaming

Taunt Live provides developers with tools to embed real-time prediction markets directly into live experiences. These interactive products 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

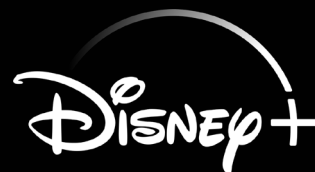
\$0.18/HR



\$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



\$1.00



** TAUNT Live
enabled live
streams

* Konvoy , Liontree

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

tauntAI PRODUCTS

Our first set of developers will integrate tauntAI 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

 **TAUNTLIVE**

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

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

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 platform and toolset for streaming channels to integrate live prediction markets – turning their streams into real-time interactive experiences where viewers predict outcomes, compete on skill-based leaderboards, and earn while they watch.



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 live streaming channels and real-time prediction markets.

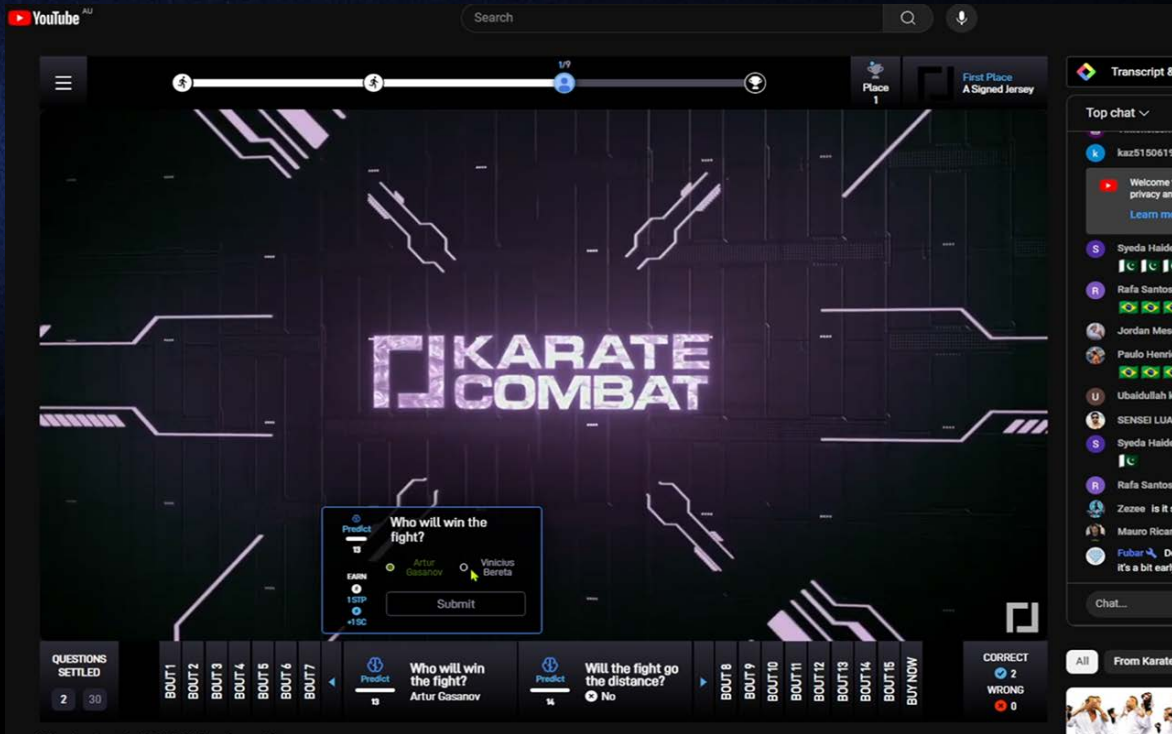


Content pushes players to platform - shows proof of concept to developers

Platform drives viewers to streams through live prediction markets.



TAUNT LIVE 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.

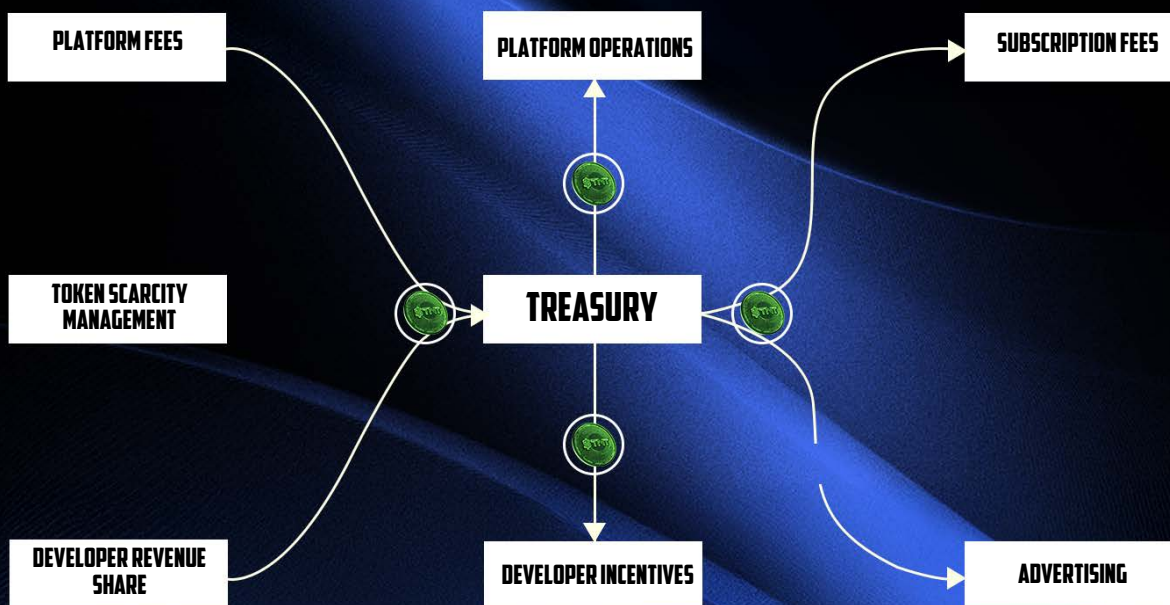
PLATFORM UTILITY | PLAYER REWARDS | EXCLUSIVE ACCESS

TOKEN TOPOLOGY

TAUNTLIVE

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.





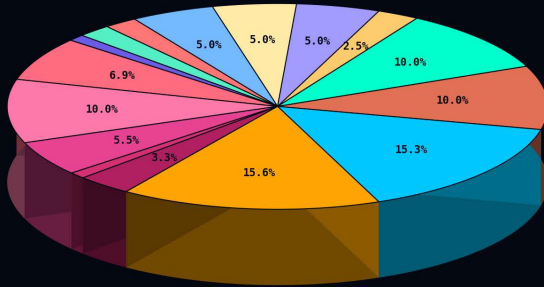
\$TNT TOKENOMICS



TOKENOMICS

\$TNT TOKEN

Token Allocation



Sale Rounds

Seed	6.87%
Strategic Sale	10.00%
Private Sale	5.45%
KOLs	1.00%
Public	3.33%

Non-Sale Distribution

Team	15.27%
Advisors	2.00%
Taunt Live Incentives	5.00%
Marketing & Operations	10.00%
Ecosystem Growth	15.57%
Exchange Liquidity/Market Making	10.00%
Foundation	5.00%
Launch Marketing	2.50%
Staking	5.00%
Airdrop (Daily Vest)	2.00%
Devve Drop (Daily Vest)	1.00%

Total Supply 100%

\$TNT TOKEN

Circulating Supply Schedule

Cumulative tokens in circulation · 1,000,000,000 total supply · Full dilution at Month 15

TGE CIRCULATING

95.24M

9.5% of total supply

M2 CLIFF EVENT

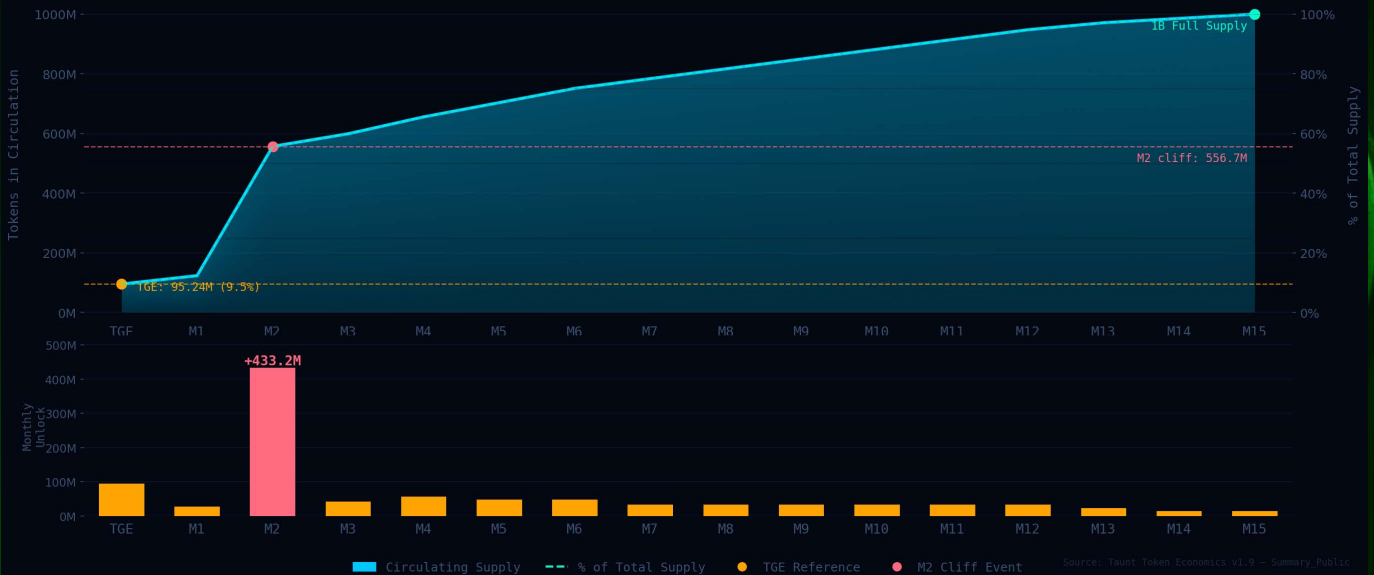
+433.3M

Largest single unlock

FULLY DILUTED

Month 15

18 tokens in circulation



Source: Taunt Token Economics v1.0 - Summary_Public



\$TNT TOKENOMICS

(TOKEN SYMBOL: \$TNT)

Sale Mechanics

Sale Rounds	Allocation	Tokens Issued	Sale Price
Seed (SOLD OUT)	6.87%	68,700,000	\$0.0100
Strategic Sale	10.00%	100,000,000	\$0.0150
Private Sale (SOLD OUT)	5.45%	54,500,000	\$0.0250
KOLs	1.00%	10,000,000	\$0.0250
Public	3.33%	33,333,333	\$0.0300
Sub-total Token Sale	26.65%	266,533,333	
Non-Sale Distribution	Allocation	Tokens Issued	
Team	15.27%	152,716,667	
Advisors	2.00%	20,000,000	
Taunt Battleworld Incentives	5.00%	50,000,000	
Marketing & Operations	10.00%	100,000,000	
Ecosystem Growth	15.57%	155,749,999	
Exchange Liquidity/Market Making	10.00%	100,000,000	
Foundation	5.00%	50,000,000	
Launch Marketing	2.50%	25,000,000	
Staking	5.00%	50,000,000	
Airdrop (Daily Vest)	2.00%	20,000,000	
Devve Drop (Daily Vest)	1.00%	10,000,000	
Sub-Totals Non Sale	73.35%	733,466,667	
Totals	100%	1,000,000,000	
Total Token Circulation	1,000,000,000		

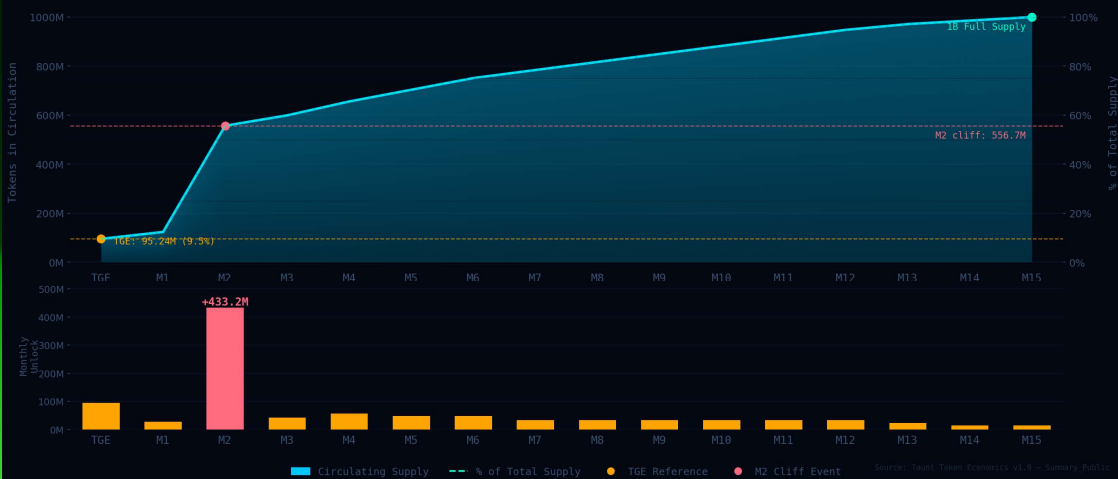
Source: Taunt Token Economics v1.0 - Summary Public

\$TNT TOKEN

Circulating Supply Schedule

Cumulative tokens in circulation · 1,000,000,000 total supply · Full dilution at Month 15

TGE CIRCULATING 95.24M <small>9.5% of total supply</small>	M2 CLIFF EVENT +433.3M <small>Largest single unlock</small>	FULLY DILUTED Month 15 <small>1B tokens in circulation</small>
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Source: Taunt Token Economics v1.0 - Summary Public

LEGAL DISCLAIMER

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The information contained herein does not purport to contain all the information that may be required to evaluate a purchase in \$TNT. A prospective purchaser should only commit to an investment in \$TNT if such a prospective investor understands the nature of the investment and can bear the economic risk of such an investment.

\$TNT is speculative and involves a high degree of risk. \$TNT may be leveraged and may lack diversification, thereby increasing the risk of loss. \$TNT' performance may be volatile. There can be no guarantee that \$TNT' objectives will be achieved, and the investment results may vary substantially from year to year or even from month to month. As a result, an investor could lose all or a substantial amount of his, her or its investment. In addition, the operating expenses for \$TNT may offset any profits. Nothing herein is intended to imply that \$TNT' methodology may be considered "conservative", "safe", "risk free" or "risk averse". In making an investment decision, you must rely on your own examination of \$TNT and the terms of any offering. The information herein is not intended to provide, and should not be relied upon for, accounting, legal, or tax advice or investment recommendations. You should consult your tax, legal, accounting, or other advisors about the matters discussed herein.

Forever makes no guarantees on any use of funds or its ability to license games. \$TNT' ability to achieve its objectives may be affected by a variety of risks not discussed herein. Past performance is not indicative or a guarantee of future results. Forever believes the information contained in this document to be reliable but makes no warranty or representation, whether express or implied, and assumes no legal liability for the accuracy, completeness or usefulness of any information disclosed. The estimates, investment strategies, and views expressed in this document are based upon current market conditions and/or data and information provided by unaffiliated third parties and is subject to change without notice. This document includes a series of forward-looking statements that reflect future events, future developments, and/or future financial performance. These forward-looking statements can sometimes be recognized by the use of words such as "anticipate," "believe," "estimate," "expect," "intend" and similar expressions. Such statements are subject to known and unknown risks, uncertainties, and other factors, including macro-economic shifts (e.g., changes in the crypto market in general) and micro-economic events (e.g., failure to execute contracts with specific exchanges, digital security threats, etc.). These forward-looking statements are based on the beliefs of Forever's management as well as assumptions made by and information currently available to The Forever's management. These forward-looking statements are only predictions. Should one or more of these micro or macro risks or uncertainties materialize, or should underlying assumptions prove incorrect, including changes in regulatory policies, changes in laws, or discovery of previously unknown legal requirements, actual results may vary materially.

While Forever believes that the expectations reflected in its forward-looking statements are reasonable, Forever cannot guarantee future results, levels of activity, performance, achievements, timing of milestones, or guarantee the ability to trade on an exchange. Moreover, neither Forever nor any other person assumes any responsibility for the accuracy or completeness of these statements or undertakes any obligation to revise these forward-looking statements to reflect events or circumstances after the date this document was distributed or to reflect the occurrence of unanticipated events.



Readers are cautioned not to place undue reliance on forward-looking statements. The \$TNT Tokens do not confer or represent any right of any form, including but not limited to any equity or ownership, voting, distribution, redemption, liquidation, intellectual property, participation, or any other legal right towards Forever or any other legal entity or natural person or the DevX blockchain, the LitCraft ecosystem, or any other project. The \$TNT Tokens are not any kind of loan to Forever or to any other legal entity or natural person.

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

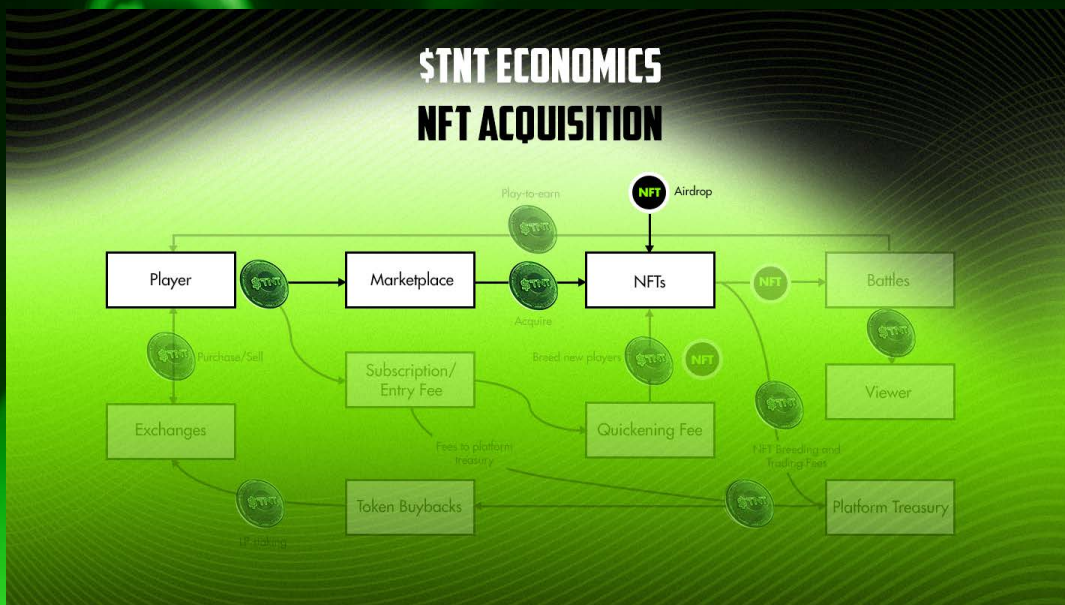
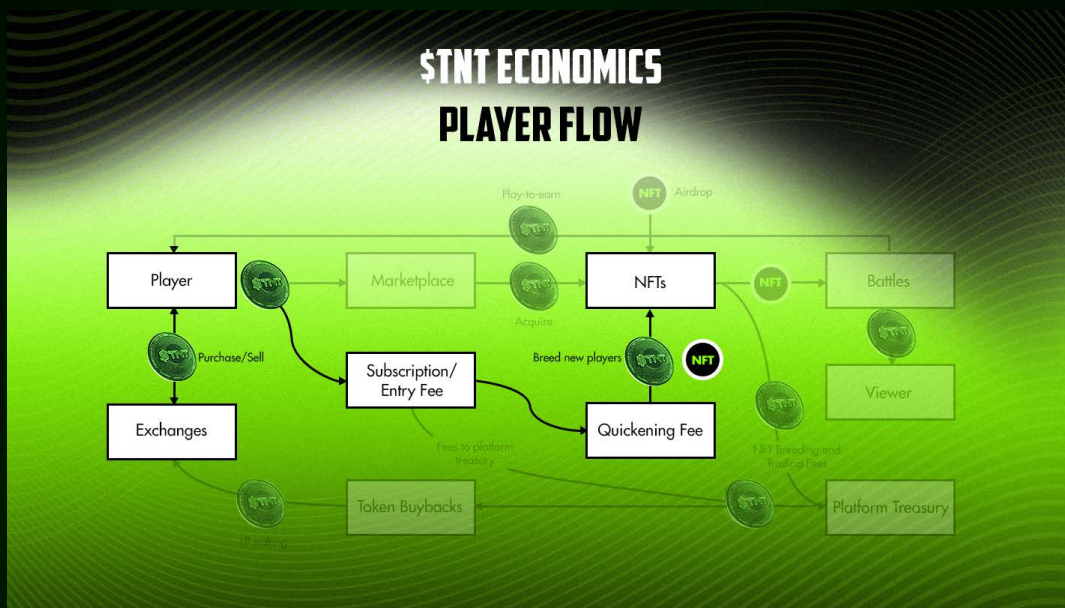


TOKEN UTILITY

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

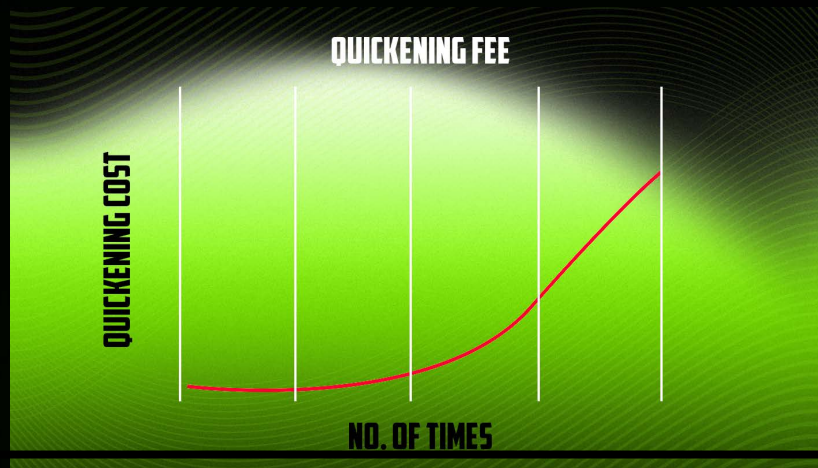
\$TNT may initially be available in limited quantities for members of the community for early participation. After this, \$TNT may be available on select decentralized and centralized exchanges. We are in deep discussions however a listing cannot be guaranteed.

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.



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.

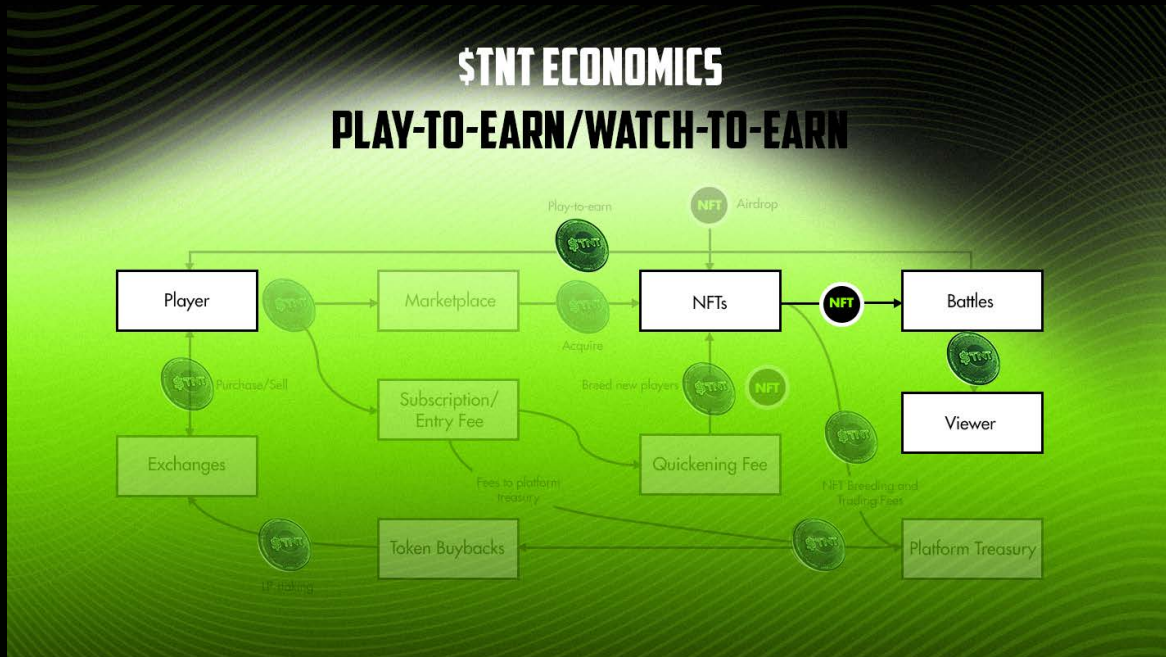
Secondary Market – users can purchase and sell Taunt NFTs on any other secondary market such as Open Sea. Purchases made on such resale platform may not support \$TAUNT or fiat purchases and are not guaranteed to be authentic.

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

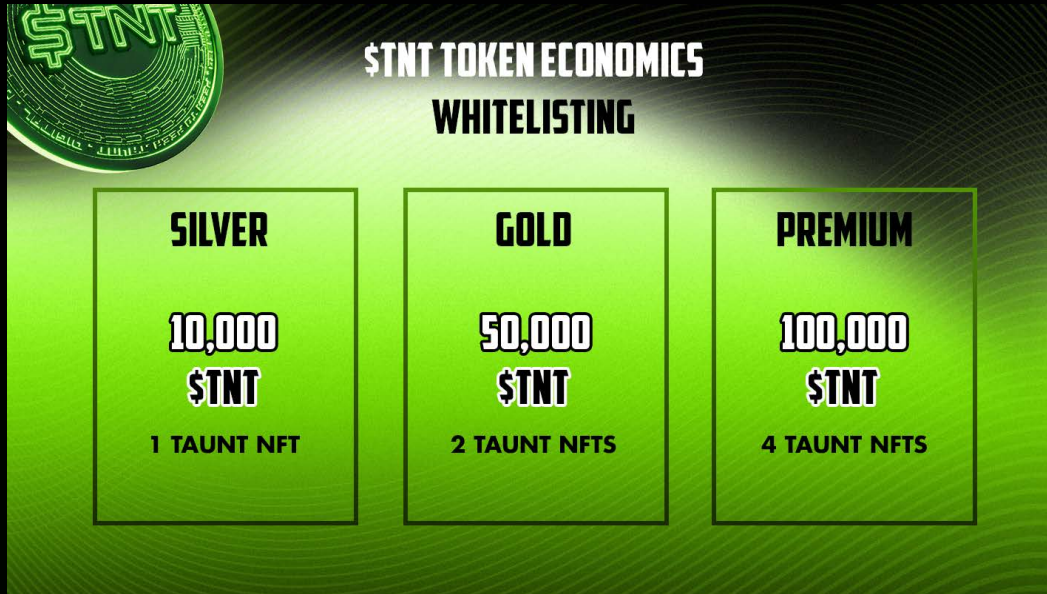
Persistent NFTs that increase a player's offensive or defensive capabilities.

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
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Data/Wagering

- Grid.GG – Data

