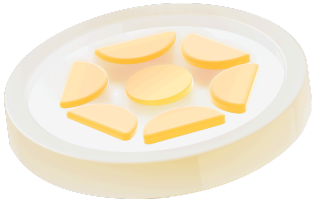
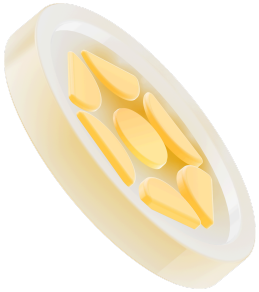
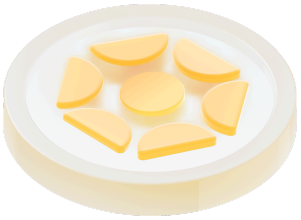
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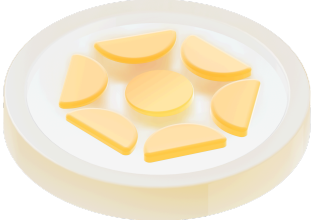


Elympics Whitepaper

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Introduction

The Need for a New Approach in Gaming

Entertainment is undergoing a seismic shift. As audiences demand deeper engagement, true ownership, and real value from their time spent online, **the boundaries between gaming, social media, and finance are rapidly dissolving**. Yet the current gaming ecosystem—centralized, opaque, and isolated—is failing to evolve. Players crave experiences that are not only immersive but fair, rewarding, and integrated into the digital platforms they already live on. The rise of WeChat's 500 million monthly active gamers is just the beginning—superapps, messengers, and wallets are becoming the new home for mobile gaming. **What's needed is an entirely new infrastructure that embraces this change and empowers developers, brands, and communities to co-create the future of interactive entertainment.**

Enabling the New Normal

Elympics is building that future: **a new era of entertainment that fuses the engagement of skill-based multiplayer gaming with a Play2Win economy**—where players compete in fair, on-chain verified token tournaments. This vision isn't confined to traditional app stores or siloed ecosystems. Games built on Elympics are designed to live across the platforms people already use—social apps, chat interfaces, and digital wallets—making competitive gaming more accessible, viral, and rewarding than ever. With major IPs and top brands already recognizing the potential and joining the movement, **Elympics is reshaping entertainment into something transparent, distributed, and truly player-first.**

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Elympics Overview

Elympics is **multichain entertainment infrastructure designed to onboard millions of people to crypto** by bridging brands & IP's to web3 and enabling developers to easily build and deploy blockchain-enabled skill-based games distributed across popular social platforms and wallets, leveraging skill-based competitions (**Play2Win**) as incentive model for players, KOL's, communities and game builders.

Elympics **simplifies multiplayer and blockchain development**, allowing game studios to effortlessly embed token competitions into their games. Backed by a decentralized node network, it ensures fair, secure, and transparent gameplay for all players.



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Products

Elympics SDK

Enables developers to integrate secure, high-performance blockchain-enabled multiplayer gameplay with minimal effort and no added complexity.

Elympics Network

A decentralized infrastructure that powers fair multiplayer experiences. Gameplay is verified by in-game oracles and recorded on-chain, ensuring tamper-proof Proof of Game. Real-time data is hosted across the node network and accessible via the Open Data Module.

Elympics Monetization Layer

Empowers developers to unlock new revenue streams by combining scalable token tournaments and challenges (Play2Win) with provably fair multiplayer gameplay, all backed by the Elympics Network.

Key Stakeholders

Elympics unites games, players, and the Web3 community into a powerful value loop—where every contribution earns rewards.

Players

- One profile, global reputation: improves matchmaking and strengthens anti-cheat systems
- Effortless Web3 entry: wallet abstraction and gasless transactions
- Trust through transparency: verifiably fair gameplay
- Direct blockchain payouts—no middlemen, no delays

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Game Developers

- Build multiplayer games with token competitions with zero extra overhead
- Tap into new Play2Win monetization models through competitive gaming
- Onboard Web3 players seamlessly

Node Operators

- Earn by hosting and verifying gameplay on the Elympics Network
- Stake $ELP to participate and collect usage fees

Community

- Stake $ELP to participate in ecosystem rewards & airdrop campaigns
- Launch and manage tournaments, earning creator commissions

Ecosystem Value Flow

Each component of Elympics is purpose-built to serve its core stakeholder—whether players, developers, node operators, or the community—while also creating mutual value across the entire ecosystem.

- Elympics' native token, $ELP, fuels the value loop between all ecosystem participants, capturing **upside from every interaction on the protocol**.
- Elympics Network key features access is **token-gated with $ELP** for core contributors— game developers and node operators
- **$ELP is used as a payment currency** for hosting and security services delivered to games by Elympics Network, as well as data (ie. for AI agents training) for third-parties
- $ELP stakers are getting **token-gated access to airdrop campaigns** - the more tokens staked and longer the lock, the more opportunities for stakers

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- A portion of protocol fees is used for **$ELP token buybacks**, further supporting long-term value.
- Elympics allows players to **lock $ELP as collateral**, enabling instant entry into matches without waiting for transaction confirmations.
- Players can **access premium features** (ie. Review Requests) with **burning $ELP tokens**.

Business Model

Play2Win

Elympics earns a share of each game's tournament volume through a dynamic protocol fee—**up to 7% of prize pools**—collected in the same tokens players use to pay entry fees.

Web3 Services

Elympics offers a suite of integrated Web3 tools for games, including wallet abstraction, in-game token swaps, cross-chain bridging, and full NFT lifecycle support—from minting to marketplace management.

Elympics SDK

The Elympics SDK empowers developers to build real-time multiplayer games with a server-authoritative architecture that runs simultaneously on both server and client. This dual simulation approach—server for security, client for prediction—eliminates input lag and minimizes latency, delivering a smooth and fair gameplay experience. Full technical details are available in the SDK documentation.

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Sequencer

The Elympics Sequencer finalizes match results on-chain by submitting them to the appropriate blockchain, covering gas costs to ensure resistance against replay attacks. It charges a fixed service fee per match, denominated in the blockchain's native gas token and adjusted for current gas prices. These fees are automatically deducted from the tournament prize pool.

Elympics Network

The Elympics Network powers verifiable multiplayer gameplay through a distributed system of nodes that host, validate, and secure real-time matches. Developers who wish to utilize Elympics game hosting must lock $ELP tokens—this stake enforces adherence to Elympics' terms of service, with slashing applied in case of violations. Node operators are compensated with a fixed fee per match based on the network's pricing model.

On-Chain Proof-of-Game

Once a match concludes, the Elympics Sequencer records the outcome and key metadata (like kills, KDA, etc.) on-chain. This provides a transparent, immutable Proof-of-Game. The sequencer charges a fixed service fee per match to cover gas costs, drawn from the tournament prize pool.

In-Game Oracle & Watchers

To ensure match integrity, node operators must lock $ELP, guaranteeing service quality (e.g., GPU power, bandwidth, uptime). $ELP holders can delegate tokens to node operators and share in their earnings. While Elympics initially runs the nodes, the infrastructure will progressively decentralize, allowing anyone to permissionlessly operate nodes.

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Each match is hosted by one selected node—called the **in-game oracle**—while multiple **watchers** are randomly chosen to verify the gameplay and keep the oracle accountable. If cheating or faulty behavior is detected, penalties apply to players, hosts, and oracle nodes through slashing.

Oracle selection is based on:

- CPU capacity
- Available RAM
- Network bandwidth
- Uptime and stability
- Proximity to players (ping)
- Node reputation and ability to host the match
- Economic efficiency

Watchers are selected randomly, weighted by their $ELP stake. When enough nodes have signed off on the match, the result is confirmed as final and pushed on-chain by the sequencer.

Architecture

Elympics is built on a global, high-performance network of nodes designed to **host and verify** competitive gameplay with fairness, transparency, and minimal latency.

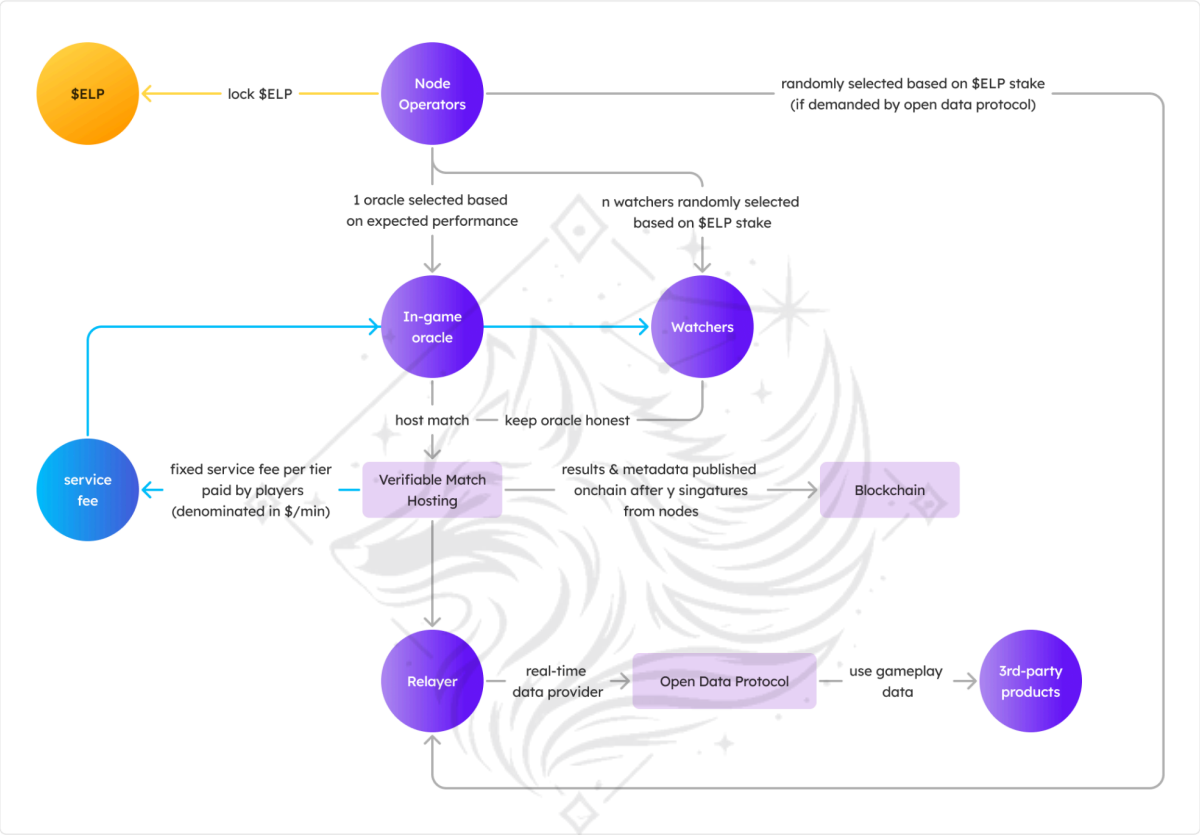
This **chain-abstracted server grid** supports real-time, verifiable game sessions off-chain while publishing final results and gameplay metadata on-chain through the Elympics Sequencer. This process produces a cryptographic Proof-of-Game and enables publicly accessible, verifiable replays—ensuring credibility and trust in every match.

Initially, node operations will be permissioned to ensure stability and performance. Over time, Elympics will transition into a fully decentralized infrastructure (DePIN), allowing

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anyone to run nodes. Deterministic games will then be able to seamlessly integrate and leverage this trustless, decentralized architecture.

Nodes & $ELP



Elympics nodes fulfill two key roles in securing and verifying gameplay:

- **In-Game Oracle:** Hosts and runs the match
- **Watchers:** Validate gameplay and ensure the oracle behaves honestly

Each node is assigned one role per match, rotating between both functions over time—there are no fixed designations. Once a match gathers a pre-set number of node signatures, the result is finalized and published on-chain by the sequencer.

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Proof-of-Stake

Elympics secures its network through a Proof-of-Stake model. To ensure commitment, node operators must self-lock a minimum amount of $ELP. Operator stakes are subject to slashing if the operator misbehaves.

Node Selection & Role of $ELP

Node selection prioritizes performance and player experience. For **in-game oracles**, $ELP stake is not a factor—selection is based on technical metrics (CPU, RAM, ping, stability). **Watchers**, however, are randomly chosen with probability weighted by their $ELP lock. Higher stakes mean more frequent selection and greater fee earnings, helping balance APR across nodes of different sizes.

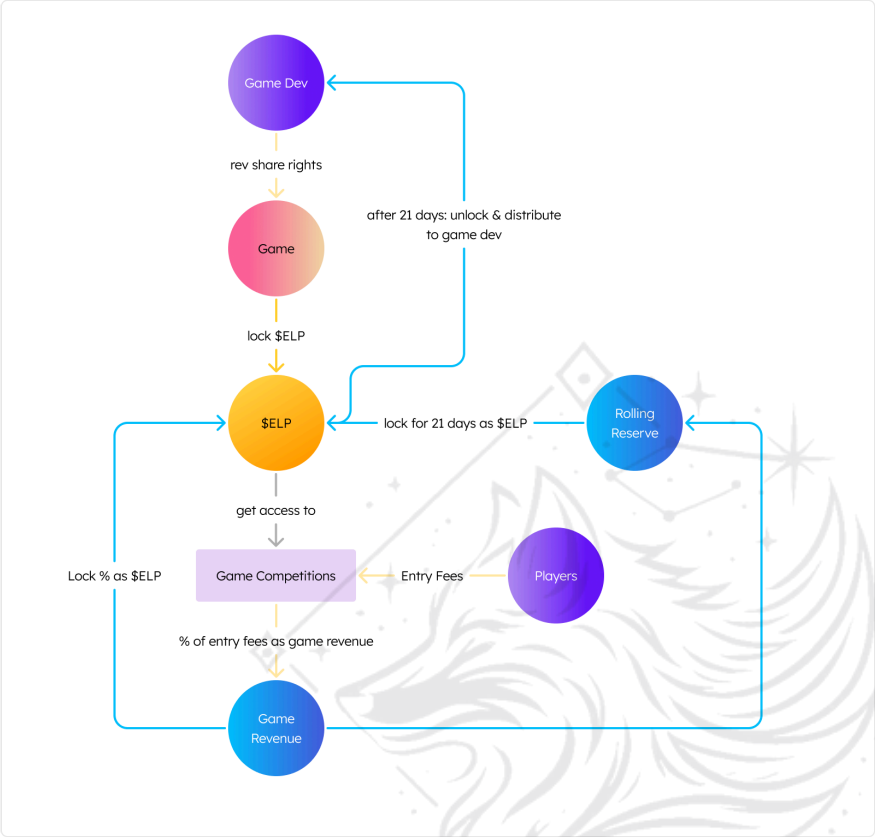
Node Earnings

Nodes earn a fixed fee per minute based on the performance tier required to host the game. These fees are paid from player entry costs according to the Elympics pricing model.

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Games & $ELP



To access Elympics' node network, games must lock **$ELP**. As a game's adoption and revenue grow, **additional $ELP is automatically purchased and locked using % of the game's revenue**. This mechanism enforces compliance with Elympics' terms of service, with locked tokens subject to slashing in cases of misbehavior, such as enabling prohibited activities like gambling (see "Slashing").

In addition, a **rolling reserve** is maintained for further security. A portion of game revenue is converted to USDC and held in a smart contract for a 7-day period. After this window, funds are released to the game developer—unless slashing conditions are triggered during that time.

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Open Data Protocol

By hosting and verifying gameplay in real time, the **Elympics Network generates high-value, trustworthy data that can be leveraged by third-party applications** — positioning Elympics as a powerful data provider and unlocking new revenue opportunities.

Developers and platforms can build on top of this verifiable game data to create innovative products such as:

- eSports livestreaming with verified match integrity
- Real-time betting platforms powered by tamper-proof results
- Advanced anti-cheat systems based on authenticated gameplay
- AI agent training using large volumes of high-quality, structured game data

One especially promising use case is **agentic gaming**, which relies on reliable and scalable datasets—something traditionally unavailable in gaming, but now made accessible through Elympics.

Agentic Gaming

Elympics' open data module lays the groundwork for the next frontier in gaming—agentic gameplay—by delivering structured, verifiable gameplay data from both human and AI participants. This infrastructure supports AI agent training, agent-versus-agent competitions, and fully AI-powered tournament operations.

Training AI Agents

Every match hosted on Elympics generates replays enriched with player-specific metadata, all stored on IPFS. This creates a vast dataset spanning various skill levels, strategies, and game states—ideal for training AI agents. Developers can train agents to:

- Learn how to play games from scratch

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- Optimize strategies based on dynamic game states (e.g. buffs, enemy behavior)
- Recognize gameplay patterns and adapt to evolving metas

Elympics node operators are compensated in $ELP for contributing this training data, while Elympics collects a protocol fee.

Agent-vs-Agent Competitions

Elympics also supports AI agents playing competitively on behalf of users. These competitions run separately from human matches, ensuring fair play while enabling new formats. Developers can compete through AI battles, monetize agents by selling or tokenizing them, and unlock novel game experiences powered entirely by autonomous gameplay.

AI-Powered Tournament Hosts

Looking ahead, Elympics will introduce AI agents as tournament organizers—handling match logistics, managing players, and even providing real-time commentary and shoutcasting for a fully automated competitive layer.

Elympics Monetization Layer

The Elympics Network enables a new era of skill-based gaming through *verifiably fair* competitions—unlocking a powerful and scalable monetization model for game developers. By embedding secure, skill-based token competitions directly into gameplay, Elympics transforms competitive gaming into a revenue engine for both creators and players.

Players engage in **Play2Win** experiences, where skill—not chance—determines outcomes and real rewards are on the line. Supported formats include:

- **PvP matches** — one-on-one or team-based skill showdowns
- **Tournaments** — bracketed events with pooled prize structures

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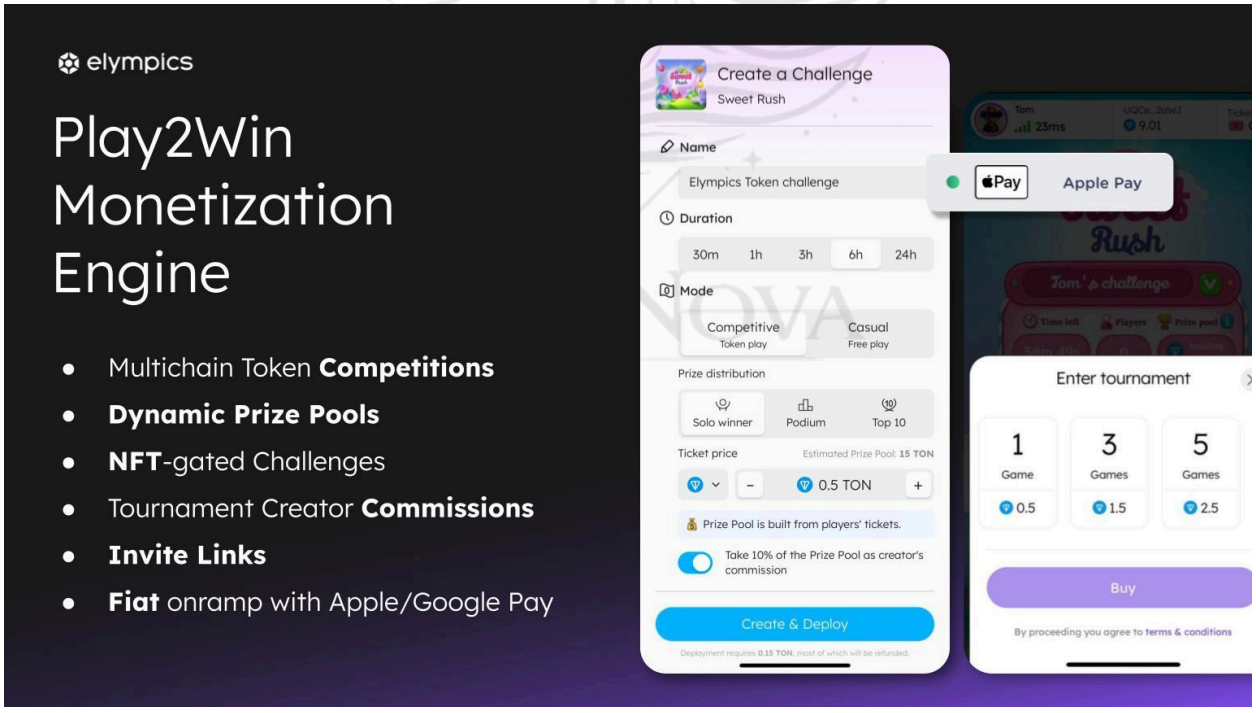
- **High-score leaderboards** — climb the rankings for scheduled rewards
- **eSports leagues** — recurring competitive seasons with real payouts
- **Speedruns & Battle Royale** — race-the-clock or last-player-standing formats

All gameplay is hosted and verified by the decentralized Elympics node network, ensuring transparent, tamper-proof outcomes that are immutably recorded on-chain.

Game developers earn by taking a **commission from entry fees and prize pools**—unlocking sustainable monetization tied to player engagement and performance.

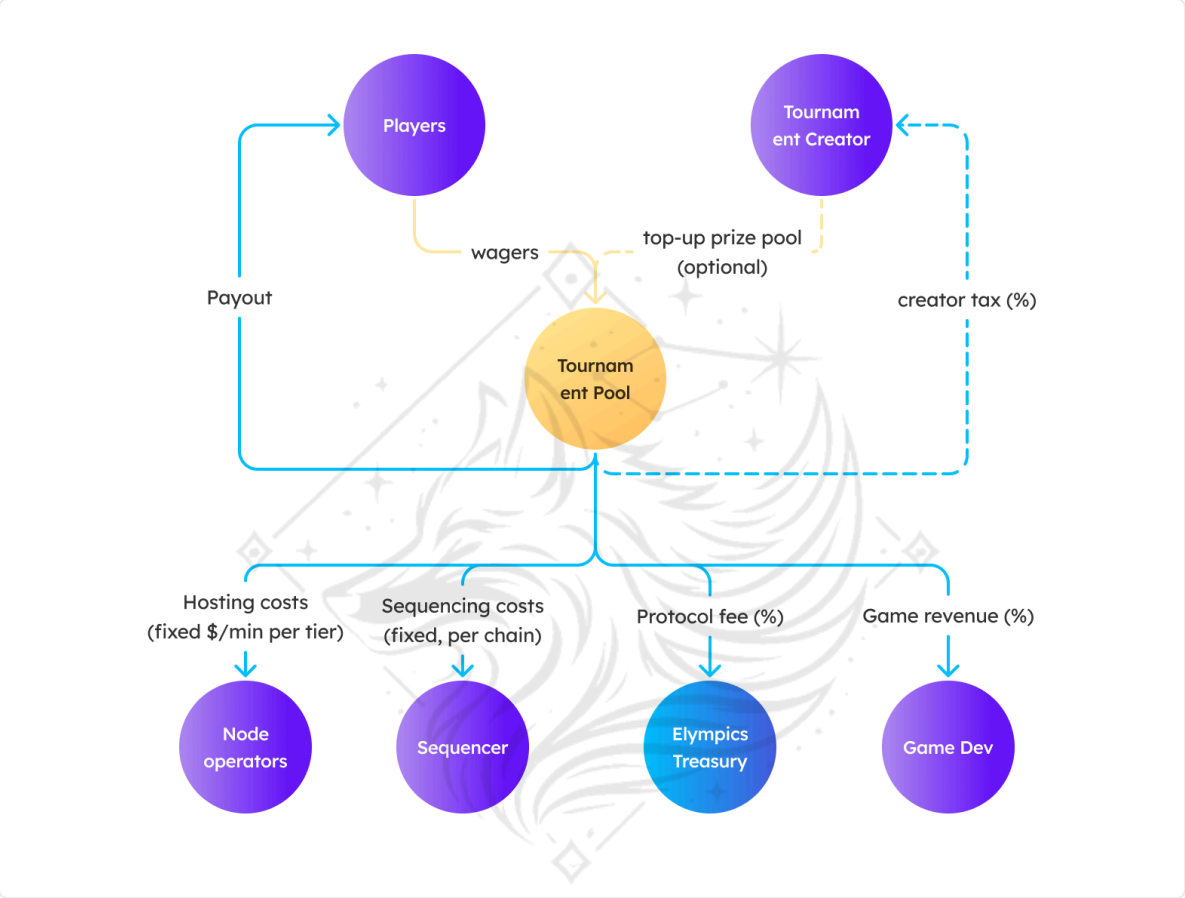
Play2Win

Elympics enables the Play2Win model, where players use tokens to cover entry fees to skill-based matches and tournaments for a chance to win prize pools. Token amounts are user-defined within preset limits, ensuring both fair competition and long-term economic sustainability.



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Each tournament's prize pool is composed of players' entry fees, with the option for tournament creators to add sponsorship funds. For instance, creators may choose to cover hosting or sequencing fees to incentivize participation.



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Tournament Pool Allocation

Service Costs (Hosting + Sequencing)

- Hosting fees are fixed per minute and vary by performance tier.
- Sequencing fees depend on the blockchain used.
- Minimum entry fees are enforced to ensure service costs remain proportionate to the total pool.

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Tournament Creator Commission

- Creators may take a share of the prize pool as commission, capped by Elympics.

Elympics Protocol Fee

- A progressive fee (1%–7%) allocated to the Elympics treasury.

Game Developer Revenue

- Developer earns a share of prize pools contributed by the players (recommended up to max 20% of entry fees)
- Developer's revenue is deducted by tournament creator fee if applied

Prize Pool Distribution to Players

- Total prize pool deducted by Elympics Protocol Fee and Game Developer Revenue is distributed to winners.

Token Use in Tournaments

Global Whitelisting

To maintain treasury efficiency and avoid accumulation of illiquid tokens, Elympics whitelists specific tokens for tournament entry fees.

Game-Level Controls

Game developers can further limit the token list, selecting only those with reliable liquidity. Since developers receive revenue in these tokens, whitelisting strategically supports financial health.

Entry Fee Safeguards

Minimum entry fees are determined per game, based on:

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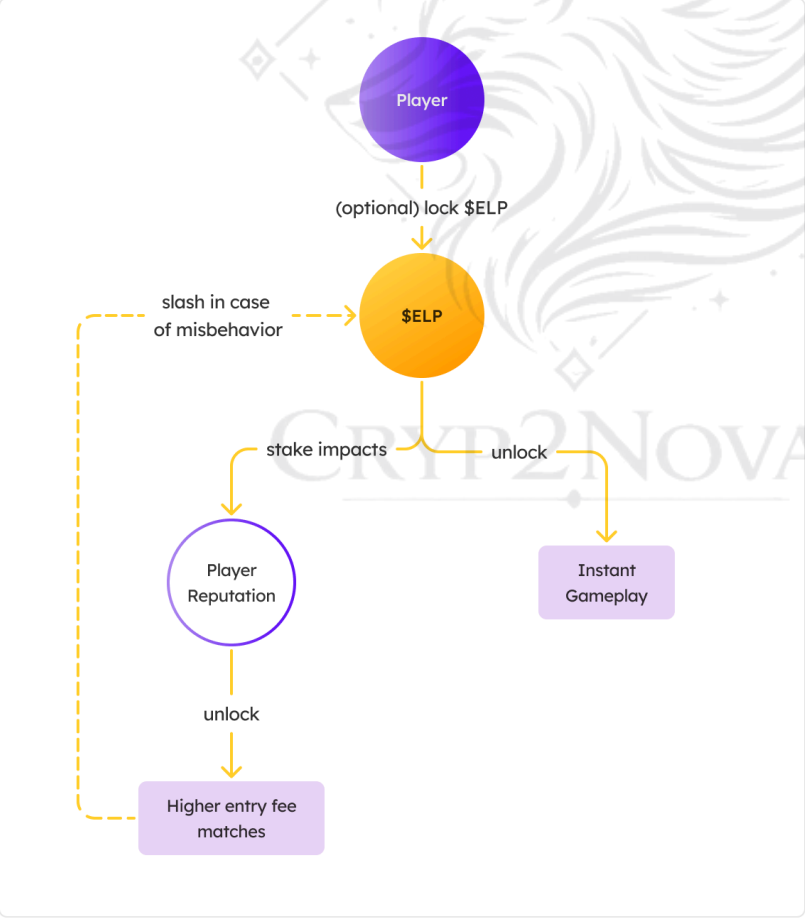
- The hosting tier required and average match duration.
- The cost of sequencing on the underlying chain.

This ensures that hosting and sequencing don't consume a disproportionate share of the prize pool.

Token Uniformity Per Tournament

All participants in a given match or tournament must use the same token to standardize value. Similar tokens (e.g. USDC, USDT, ETH, BTC) may be grouped into categories, allowing flexible but fair token usage across games.

Players & $ELP



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To streamline the player experience, Elympics allows users to **optionally lock $ELP as collateral, enabling instant entry into matches** without waiting for transaction confirmations. If a transaction fails or isn't completed in time, the system automatically deducts the equivalent amount from the player's locked $ELP. This creates a smoother onboarding flow and improves participation in fast-paced tournaments.

Locked $ELP also contributes to a player's **Reputation Score**, which serves as a unified measure of trust and skill across the entire Elympics ecosystem.

Player Reputation

Each player on Elympics maintains a single, cross-game profile with a dynamic reputation score. This score is built on a wide range of data points, including gameplay history, fair play, performance metrics, and collateral behavior. The result is a trusted identity layer for competitive gaming.

Reputation enables smarter matchmaking by pairing players of similar skill and credibility. It also enhances trust in token competitions by making each player's reputation visible to others. As a reward for good behavior, players with higher reputation scores may unlock features like increased entry fees limits or access to exclusive tournaments.

To uphold fairness and accountability, players with locked $ELP risk slashing in the event of fraudulent or malicious actions—further aligning incentives for honest participation.

Elympics Token ($ELP)

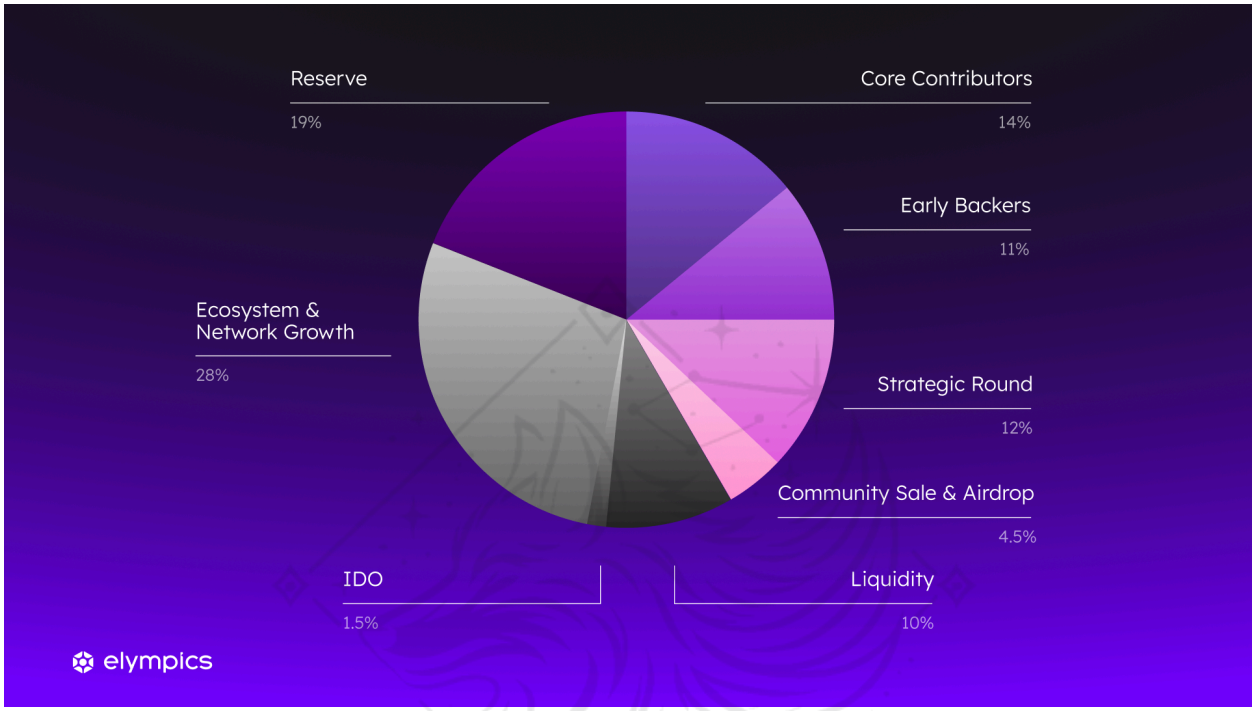
Tokenomics

- Total Supply: **3,500,000,000**
- Circulating supply at TGE: **24.6%**
- Initial Market Cap (excl. Liquidity): **$10.2M**
- Initial Market Cap (incl. Liquidity): **$17.2M**

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- Total supply is reached after **30 months**

Allocations



- **Core Contributors** – Reserved for the builders and visionaries driving the development, growth, and long-term success of the Elympics protocol.
- **Early Backers** – Allocated to supporters who believed in Elympics from the earliest stages, providing essential capital and expertise.
- **Strategic Round** – Assigned to investors strategically aligned with Elympics' long-term vision and ecosystem goals.
- **Community Sale & Airdrop** – Designed to reward early community engagement and kickstart token circulation across the network.
- **IDO** - reserved for participants of pre-TGE token presale on a dedicated launchpad
- **Liquidity** – Set aside to ensure healthy trading activity, reduce slippage, and support listings across key exchanges and platforms.
- **Ecosystem & Network Growth** – Dedicated to fueling adoption through grants, marketing, and reward programs that grow the protocol's footprint.

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- **Reserve** – Held for future opportunities, product development, driving tech innovation, and supporting long-term scalability.

Vesting Schedules



Utility Overview

$ELP is a utility and governance token powering the Elympics protocol by enabling access to core infrastructure, securing network operations, unlocking premium features, and driving ecosystem growth through staking, slashing, and buybacks.

Core utilities

Utility	Description

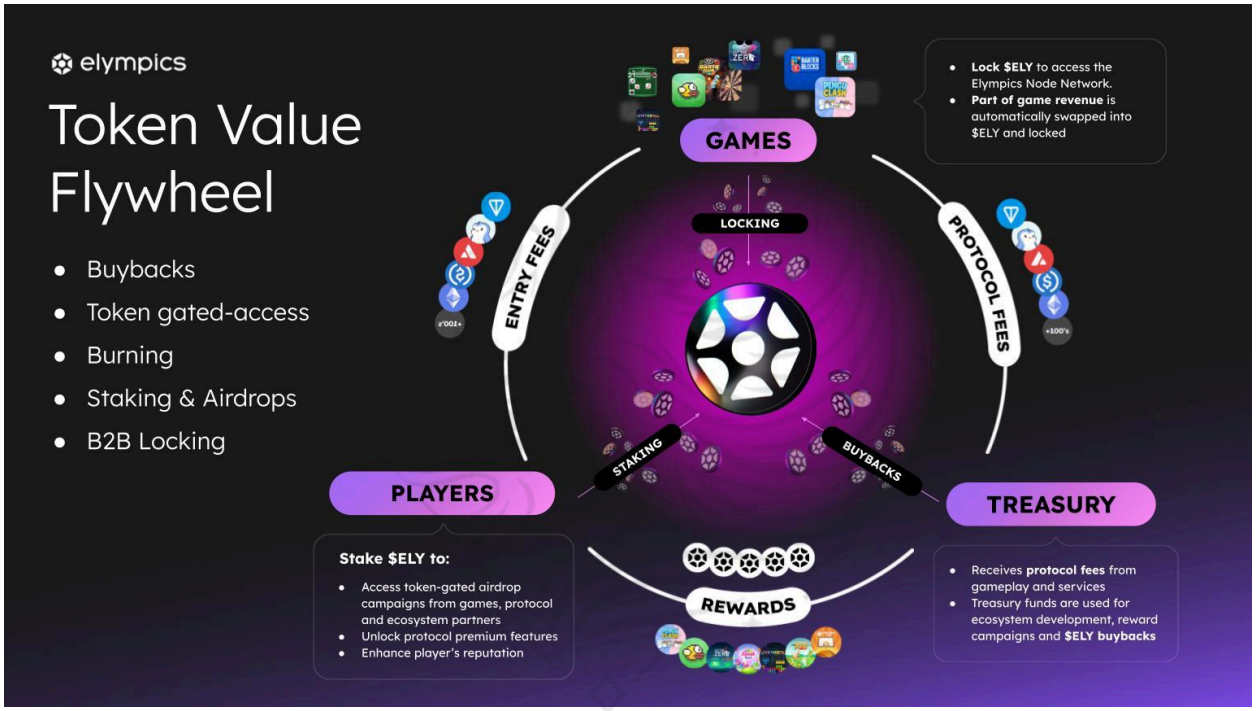
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🎮 **Game Access**	Developers must lock $ELP to use Elympics infrastructure and monetize games.
🧱 **Node Operations**	Node operators stake $ELP to host and verify matches and get rewarded for that.
🧠 **Gameplay Verification**	$ELP enables verified match results via oracles and replay review requests that require $ELP burns.
🚀 **Premium Features**	Locked $ELP unlocks perks like instant match access and higher competition stakes, boosting reputation score that impacts matchmaking.
💰 **Staking & Airdrops**	Users stake $ELP in Vaults for access to token-gated airdrop campaigns from games, protocol and ecosystem partners.
📈 **Revenue Buybacks**	Treasury uses protocol fees to buy back $ELP and support token value.
🗳️ **Governance**	$ELP holders vote on protocol upgrades and grant program allocations

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🧰 **Token-Gated Data**	$ELP required to access live gameplay data for AI tools, streaming platforms and other third party services.

Value Creation Models



The $ELP token fuels Elympics' trustless, verifiable, and economically aligned ecosystem by tying each participant's actions to tangible economic incentives and responsibilities.

	Locking	Staking	Token Gating	Burning	Buybacks	Payments
Game Developers	Initial lock + 0% of game revenues		Access for game operability &	Token slash in case of misbehavior		Payment for hosting services

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	auto-locked		security			
Node Operators		Staking requirement to run node on Elympics Network	Access to profit from the network hosting	Token slash for malicious nodes		
Players		Reputation boost + instant gamplays	Instant gameplays	Burn of tokens as payment for premium features		
Community		Tier-based Staking Vaults + Governance	Airdrop Campaigns	% of burn with instant unstake		
Elympics Treasury					Protocol fees used for buybacks	
Third Parties						Data for AI agents training and third-party services

Game Developers

- **Required to lock a base amount of $ELP** to access the Elympics Node Network.

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- **% of game revenue is automatically swapped into $ELP and locked**, scaling with game adoption.
- Locked tokens are slashed for violating terms (e.g. enabling gambling or cheating mechanics), enforcing fair play across the ecosystem.

Node Operators

- **Must lock $ELP** to host or verify matches, with economic slashing for underperformance or misbehavior.
- Earn fixed hosting and verification fees based on the Elympics pricing plan.

Players

- Can lock $ELP to gain **instant match access** without waiting for transaction confirmations.
- Locked tokens enhance **player reputation**, used for matchmaking, entry fees limits, and trust metrics across all games.

  Gameplay Review Requests: Players can pay **a small $ELP fee (burned)** to request a verifiable video replay of any match, ensuring transparency and dispute resolution.

Community

- Stake tokens into tier-based Staking Vaults with pre-defined minimum staking amounts and lock periods - **removing $ELP** from circulation
- With instant unstaking, **% of locked tokens are burned**
- Vault owners are eligible to participate in **token-gated airdrop campaigns** rewarding them with $ELP and game tokens from the ecosystem

Elympics Treasury

- Receives **protocol fees** from gameplay and services.
- Funds are used for ecosystem development, including developer grants, product expansion, reward campaigns and **periodic $ELP buybacks**

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Third Parties

- Contribute to Agentic Gaming by building and training AI agents that take part in Agent-to-Agent competitions
- Developers of value-added services on top of Elympics Protocol
- All data sourced neded by third parties is sourced from Elympics Network with **$ELP as payment token**

Governance

The Elympics ecosystem is governed by its community through the $ELP token, empowering stakeholders to actively shape the future of the protocol. Token holders and their delegates influence decisions across key areas, including:

- Guiding the product roadmap
- Allocating ecosystem grants

Governance Process

Community Discussion

Before a proposal is formally submitted, community members are encouraged to post an outline in the Elympics governance forum (Discourse). This open discussion phase fosters collaboration, improves proposal clarity, and helps gauge sentiment.

Formal DAO Proposal

Once matured, a proposal can move to an official vote via dedicated voting app. Initially, only wallets holding at least **120,000 locked $ELP** (representing 0.01% of circulating supply at TGE, subject to change) can submit proposals.

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- Proposers without sufficient holdings can seek sponsorship via Discord or contact the core team.
- After submission, a 3-day review period allows for further discussion, lobbying, and refining of the proposal.

Voting

Voting takes place off-chain on Snapshot. Each **1 locked $ELP = 1 vote.**

- Voting lasts for 14 days
- If quorum is reached in the final 24 hours, the vote is extended by 3 days (late quorum extension)

Passing requirements:

- Simple majority (50%+)
- Quorum of **3% of total locked $ELP**

Execution

If passed, the proposal enters a 3-day waiting period before implementation, allowing users to react (e.g. withdraw funds, voice concerns). Afterwards, the Security Council enacts the decision.

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Security Council

The Elympics Security Council is a 5-member multisig with a 3-of-5 signature threshold. It serves two critical functions:

- **Emergency Powers:** In urgent situations (e.g. protocol exploits, user fund risks), the Council can take swift, unilateral action without a community vote.
- **Execution Layer:** All passed DAO proposals are executed by the Council to ensure trust-minimized and secure implementation.

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