HUNT

Empowering Digital Nomads



White paper
version 3.0
March 19th, 2020

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1. Motivation

1-1. Rise of Digital Nomadism

Digital nomads - people who travel around the world and work remotely - is a widespread trend for younger generations. 4.8 million Americans described themselves as digital nomads in the recent MBO Partners State of Independence Research Brief. While, 27% of traditional U.S. workers said they "might" become digital nomads in the next 2-3 years, and 11% said they hope to.[1]

Even multinational companies are offering more flexibility to work remotely - whether that's for one day a week or weeks at a time. This allows people the opportunity to see the world and feel a sense of freedom, while still working for a living. The younger generations are not willing to have a ball and chain attaching them to a physical office space where they must sit in a small cubicle, make small talk and work set hours that don't allow them the flexibility to choose how they live their lives.

Not to mention the fact that buying a house has become almost impossible for many young people across the world. Only a decade or so ago, travelling to another continent was a once in a lifetime opportunity for most people, now with more affordable travel options, people have the opportunity to travel further afield more frequently and the desire for this travel and self-exploration is more evident than ever before.

Digital Nomadism will become the mainstream lifestyle of the Homo Sapiens soon. The interesting fact is that the Homo Sapiens millions of years ago were all nomads originally. They moved around in search of food and a place to rest until the era of agrarian society arrived. Now the absurdly expensive property prices and increased precarious job status will make the Homo Sapiens move around again from place to place working remotely or becoming permanent temp workers.[2]

1-2. Era of Post-work

Many people think that Artificial Intelligence will shake up our daily lives soon (some believe it's happening already). Automation is expected to reduce the amount of extensive human working time and kill repetitive work. People will no longer need to be employed in a permanent or nine-to-six workplace. For some people, this might sound frightening, but

[1] https://www.mbopartners.com/state-of-independence/research-trends-digital-nomads/
[2] https://biz30.timedoctor.com/employee-extinction-the-rise-of-contract-temp-workers-in-business/

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actually, there are potentially lots of benefits - including Post-work and Universal Basic Income (UBI).

The theory of UBI is already being tested and it is interesting to see how the people in the test pilot are using their spare time.[3] During his presidential election pledge, Andrew Yang suggested that the government should give a monthly payment of $1,000 to every American adult.[4] Even though this controversial topic sounds like a utopian premise, 30.9% of men and 44.8% of women aged 55-64 are not in the labour market in Europe, and many of them may be dependent on social welfare aids.[5]

Hannah Arendt, a German-American philosopher has defined the basic components of what defines Vita Activa (active life) - labor, work and action in her book *The Human Condition* published in 1958. Labor is the activity which is tied to the human condition of life, while work is the activity which is tied to the condition of worldliness, and action is the activity tied to the condition of plurality.[6]

When automation and UBI allow us to be free from labor (so we are no longer programmed to sustain basic survival), work and action may become a huge part of our daily lives. Since most people won't all-of-sudden become creators or politicians speaking out to the public, the importance of consuming materials, content, relationships, self-promotion in communities, profit seeking, or anything that defines human secularism.

1-3. Power of Gamification on Blockchain

The concept of gamification was first introduced in 2008 by Steffen P. Walz in his book *The Gameful World* as a set of activities and processes infused with elements from games to make it more engaging for people.[7] Even though the term is more focused on the incorporation of the social/reward aspects of games into software, this has become a cultural phenomenon in the blockchain world.

Many people are thrilled about the invention of Bitcoin as a new form of international transaction system without centralised institutions. However, the mega success was not merely from the intrinsic value as a global decentralised financial instrument. The inherently volatile Bitcoin price and digital financial game that can't be regulated or shut down has created a wide ranging ecosystem including miners, investors, exchanges, custodians, secured loans, crypto wallets, and so much more.[8]

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[3] https://www.theguardian.com/inequality/2018/jan/12/money-for-nothing-is-finlands-universal-basic-income-trial-too-good-to-be-true

[4] https://www.yang2020.com/what-is-freedom-dividend-faq/

[5] https://ec.europa.eu/eurostat/statistics-explained/index.php/People_outside_the_labour_market

[6] https://en.wikipedia.org/wiki/The_Human_Condition

[7] https://books.google.ie/books?id=vDxTBgAAQBAJ

[8] https://blog.coinbase.com/charting-the-course-of-bitcoin-11-years-and-counting-b4e17969d4e1

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The first-ever cryptographic-gamification applied to the community model is Steem blockchain introduced in 2016 by Dan Larimer and Ned Scott. As explained in its whitepaper, Steem is designed from the ground up to address the major barriers to adoption and monetization of a social media based economy.[9] The unique monetary instruments called STEEM, Steem Power, and Steem Dollar conduct the perfect reproduction of human society and politics.

Cryptocurrency makes it easier for people to move money from country to country and person to person, without the need of centralised governance. This results in money being moved more easily, faster and with less fees incurred when compared to a typical banking transaction across country borders. This intrinsic uniqueness has shown limitless potential to form a variety of types of gamification in Blockchain.

1-4. Opportunity with DApps

DApp - refers to the decentralised application that runs on Blockchain or utilises some part of blockchain technology - was introduced with the debut of Ethereum Blockchain. The fact that the decentralised computing network allows developers to program their own functionalities (not just monetary transactions) has opened the new world to create gamified applications on blockchain.

With the upcoming shift in the human lifestyle into post-work and digital nomadism, we believe that the creation of DApps that deliver the power of gamified experiences in a variety of scopes that fit in the nomadic life will empower their new life forms.

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[9] https://github.com/steemit/whitepaper/blob/master/whitepaper.md

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2. HUNT Network

HUNT Network is a group of DApps for the digital nomads all around the world. We are aiming to create a DApp world that empowers people who are in transition to the post-work and digital nomadic life by utilising the gamified blockchain and cryptocurrency mechanism.

As we demonstrated above, the shifts in upcoming human lifestyles will lead people back to the nomadic lifestyle fueled by the Internet, blockchain and cryptocurrency. People will seek more opportunities for work (in terms of fulfilling their non-survival needs) and actions (for interpersonal and political friction in communities).

The DApps in the HUNT Network are using the power of gamification on blockchain to effectuate the intent of consuming their spare time, extending their online influence on communities, and reshaping their financial capability in the wave.

2-1. Steemhunt

Steemhunt (https://steemhunt.com/) was introduced on March 5th, 2018 with the aim of becoming a Steem-fueled community for hunting cool new products by tech early-adopters.[10] We call them "Hunters." Hunters can get crypto rewards for sharing the coolest/newest products and competing on a daily basis. Our mission for Steemhunt is to build an ad-free and self-sustainable tech community that will open up a new market for tech product launches.

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Tech geeks enjoy discovering something cool first, and love to brag in their community. Reddit and Product Hunt initiated this concept originally, and we think by adding the token model to this community theme it will spike up their motivation to dig out cooler and newer stuff voluntarily.

There are 25,996 hunters and about 100 cool new tech products are shared each day. Hunters can get crypto rewards for sharing the coolest/newest products and competing on a daily basis. So far there are 93,100 products being discovered, and each hunt post gets $2.6 worth of rewards on average.[11] The highest amount earned for a single hunt post was $247.13.[12]

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[10] https://steemit.com/steemdev/@steemhunt/introducing-steemhunt-daily-ranking-of-effortlessly-cool-products-fueled-by-steem-blockchain

[11] https://steemhunt.com/ (stats as of March 15, 2020)

[12] https://steemhunt.com/@kingscrown/bitcoin-mining-simulator-feel-like-a-bitcoin-millionaire-and-build-mining-farms

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Since Steemhunt is run by a blockchain-powered reward system that motivates hunter's activities as well as the daily competition theme, it will remain as a sustainable community for tech early-adopters without display ads that damage user experience.

2-2. Reviewhunt

Reviewhunt (https://review.hunt.town/) is a on-demand marketing task marketplace that enables individuals and businesses (called "Makers") to utilise crowdsourced workers to achieve their marketing missions such as promoting content or social channels, increasing downloads or new users, raising review content about their products/services, running a survey, and performing a beta test.

Workers, also known as "Hunters," can join the marketing tasks posted by makers and complete the missions in exchange for a rate set by the maker. Hunters receive their rewards in a form of USD (United State Dollar) Point that can be transferred into cryptocurrencies (HUNT, ETH) or gift cards, or used to purchase some products merchandised on the Reviewhunt site.[13]

Reviewhunt ran a beta test for five months during the 2nd half of 2019. A total of 2,683 hunters joined for the beta test and registered over 3,000 social channels (with a combined total followers of over 1.6 billion). More than 5,000 marketing quests were generated and joined by hunters.

After the successful beta test operation, Reviewhunt had a public launch on February 1st, 2020. Within a month after the public release, Reviewhunt shaped its user base (as of March 15, 2020) in the following way:

1. 30,000+ new users have joined.
2. 1,920+ marketing quests were created.
3. Reviewhunt reached over 11,000 DAU (Daily Active Users).
4. $10,000+ crypto rewards have been transferred to hunters.
5. $17,000+ sales revenue has been created.

2-3. LOL Hunt

LOL Hunt (https://lol.hunt.town/) is a funny video curation community that runs a daily top chart for Youtube clips. Anyone can simply share and upvote videos, and user data is stored privately via Blockstack blockchain.

[13] Gift cards and shop features are in progress.

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American adults spend over 11 hours a day listening to, watching, reading or generally interacting with media channels.[14] With an overwhelming amount of content out there, we wanted to create a funny video ranking chart that is curated and determined by the users around the world.

LOL Hunt shows a daily ranking chart of the funniest Youtube clips that are shared and upvoted by the community users, not censored by centralised platforms. It also aims to provide a media channel that does not accumulate/utilise user's upvoting and posting activities to create targeted ads, instead we want to bring the privacy control back to the user.

In order to achieve this mission, LOL Hunt does not save users upvoting or sharing activities on the server. Instead, it uses Blockstack, a revolutionary user authentication and decentralized storage system that gives users full control of their data.[15] The user activity data (user information, voting/posting history) is saved privately on Gaia Storage. The Gaia Storage System keeps the data encrypted. LOL Hunt was ranked no.36 among 248 Blockstack apps in December 2019.[16]

2-4. Upcoming DApps

The goal of HUNT Network is to create a DApp world that empowers people who are in transition to the post-work and digital nomadic life by utilising the gamified blockchain and cryptocurrency mechanism. To achieve this goal, HUNT Network will launch new DApps and invite 3rd-party services to join the HUNT Network. If a 3rd-party service/app, which is not directly related to the concept of HUNT Network, is interested in joining our platform, they are welcome to if they are likely to leverage our token economy and build synergy.

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[14] https://www.nielsen.com/us/en/insights/article/2018/time-flies-us-adults-now-spend-nearly-half-a-day-interacting-with-media/
[15] https://blockstack.org/
[16] https://app.co/mining/december-2019

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3. HUNT Token

HUNT token is a ERC20 based cryptocurrency that works as the key currency of the HUNT Network. It functions directly in each DApp, or becomes a vehicle token to swap or back the value of each DApp. Each DApp on the HUNT Network may use its own token if it needs a separate or additional token structure.

The HUNT tokens are utility tokens that various participants can hold or consume within the platform, and thus derive their entire value from DApps and services provided by the HUNT Platform. It can be used as a means of payment for consuming service/product or instruments of rewards within the HUNT DApps.

3-1. HUNT Token at Reviewhunt

As we illustrated in chapter 2-2, hunters join tasks (called “Quests”) launched by makers, complete the marketing missions, and earn the rewards that the maker sets.

When a maker launches a quest, the maker needs to set the total reward fund for his/her quest and make the payment via HUNT token as well as other methods such as ETH/BTC/STEEM or a credit card. As a key currency of HUNT Network, the conversion cost for HUNT is smaller than other methods, which constitutes over 62% of the total quest payment requests (as of March 16, 2020).

Hunters receive their rewards in a form of USD (United State Dollar) Point that can be transferred into HUNT or ETH tokens (gift cards and a shop will be added soon). When they request to withdraw their USD Point rewards to either HUNT or ETH tokens, we purchase the equal amount of each tokens at the rate of the current market price, and transfer the tokens to the assigned wallet address that the hunter requested. Since HUNT tokens have lower conversion cost than ETH, over 35% of the total withdrawal requests are made via HUNT tokens (as of March 16, 2020).

Also, we have found that over 8% of the total active hunters have experienced creating quests as a maker.[17] This means that an interchangeable token utility has been formed on Reviewhunt.

3-2. Steemhunt (STH) Token

[17] The proportion of hunters who have been rewarded at least once as of March 16, 2020.

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Steemhunt is a DApp built on the Steem blockchain, and the Steemhunt Token (STH) will be issued based on the SMT (Smart Media Token) system. Steemhunt aims to be a fully self-sustainable community application for product early-adopters, which does not require any type of business model. We believe that linking their value-adding behaviours to the community contribution with a fully-decentralised token reward pool will give powers of sustainability and self-control ability to the community. The differentiated value between SMT and ERC20 is addressed in the SMT white paper below:

> *Several popular token protocols, such as Ethereum's ERC-20, allow you to create and launch arbitrary tokens, but no protocol enables content businesses to leverage those tokens by aligning incentives between users and applications. Due to suboptimal transaction cost structures that incur fees for basic actions such as voting or posting, misalignment of interests between meta and core tokens that aren't built for influencing distributions based on Proof-of-Brain, private key hierarchies that don't cater to social versus financial operations, and slow transaction speeds that are out of sync with real-time websites - none of these protocols could ever provide an acceptable user experience for content websites, such as Twitter, Reddit (even subreddits) or The New York Times.*[18]

The token economy of Steemhunt is currently mixed with STEEM and HUNT (ERC20 based version) tokens because the SMT system is still under development by Steemit Inc.

Once SMT is fully ready for the Steemhunt adoption, SMT-based Steemhunt tokens (STH) will be issued and swapped for HUNT tokens based on the request of Hunt token holders. Please refer to chapter 4 for more details about the token swap.

There are two main participants in the Steemhunt community, and the STH rewards pool is used to reward them for their contributions.

1. The "hunters" who dig out cool products, feature them, leave comments on other hunter's posts are adding value to maintain Steemhunt as a ranking community for cool new tech products.
2. The "curators" who take time to evaluate if the hunt posts/comments are adding value, and vote on them are playing an important role in creation of the Steemhunt daily ranking chart.

In order to incentivise those players, we run an annual inflation pool and "proof-of-brain" reward algorithm from the Steem's SMT system.

Different from PoW-only cryptocurrencies, STH tokens (issued by SMT protocol) are generated at a fixed rate of one block every three seconds. Unlike the traditional PoW means of distribution, where miners are competing over raw computing power, the actors in the Steemhunt community are incentivized to compete in ways that add value to the community.

[18] https://github.com/steemit/smt-whitepaper/blob/master/smt-manual/manual.md

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The rate that new tokens are generated (“inflation rate”) is set to 10% at the start of the year, and the rate will decrease by 1% per year linearly over the next 10 years. From then, the annual inflation rate will be set to 1%. These annual inflated tokens become the rewards pool to incentivise hunters and curators. Of the supply of new tokens created every year, 50% of those tokens are distributed to hunters, and another 50% are distributed to curators.

“Proof-of-Brain (PoB)” is a stake-weighted voting metric system in which the higher staked-token holders have more vesting shares to earn incentive from the annual inflated token reward pool. It enables tokens to be distributed by "upvote" and "like"-based algorithms and can be integrated with websites to align incentives between application owners and community members to spur growth.[19]

In short, those curators stake-weighted upvotes decide the reward amount of the content (hunt post or comment), and 50% goes to the hunter of the content, and another 50% is distributed to the curators based on its vesting shares.

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[19] https://steem.io/steem-bluepaper.pdf

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4. Token Distribution

Most tokens claim to be “utility” tokens, but because most projects tend to run an Initial Coin Offering (ICO) before launching their working products or even testing the token model, the initial token holders are mostly “investors” who seek future profits.

These ICO practices have pricked the bubble and brought a long-lasting recession since 2018. According to the study by Satis Group, 78% of the ICOs are identified as scams, 7% have failed or gone dead.[20] Cryptoglobe has reported that 86% of 1,375 live Ethereum DApps have zero users and 93% have zero tx volume.[21]

To be differentiated from this practice, we launched the beta version of Steemhunt product,[22] and have initiated a unique way to distribute our tokens - ecosystem and community building bounties - two years ago.[23] This bounty program was initiated on May 22nd, 2018 with up to 50% distribution and is set to be continued until the HUNT main token system is launched. The purpose is to distribute 50% of the tokens only to the users who have greatly contributed so that we can create the perfect balance of token holders between users and investors.

4-1. ERC-based HUNT distribution

The HUNT bounty program runs based on transactions through a hybrid of the internal database and Ethereum network. A total of 500 million HUNT tokens are issued on the Ethereum network, and the bounty holders receive HUNT rewards via the HUNT Wallet (the internal database). The holders can transfer the HUNT tokens they reserved to their own Ethereum addresses by connecting through Metamask.

Initial token distribution plan is as follows:

- Ecosystem and community building - 50% (36.05% of the 50% on Steemhunt - which is 18% of 100% base - was completed as of March 16, 2020)
- Reserve for future business development - 20%
- Team members (2 year vesting) - 10%
- Token sales via IEO (Initial Exchange Offering) - 7.4% (ran from Mar - Apr 2019)
- 2nd round funding - 12.6%

[20] https://research.bloomberg.com/pub/res/d28gjW28tf6G7T_Wr77aU0gDgFQ
[21] https://www.cryptoglobe.com/latest/2019/02/over-90-of-dapps-did-not-record-transactions-dappradar-data-shows/
[22] https://steemit.com/steemdev/@steemhunt/introducing-steemhunt-daily-ranking-of-effortlessly-cool-products-fueled-by-steem-blockchain
[23] https://steemit.com/steemit/@steemhunt/announcing-hunt-token-airdrops-for-steemians-smart-media-token-project

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Please check out the up-to-date token distributions for the ecosystem bounties here - https://steemhunt.com/bounties

Further changes in token distribution plan will be updated on the HUNT Platform website - https://token.hunt.town/

4-2. Steemhunt token (STH) swap

As explained in the chapter 3-2, Steemhunt Token (STH) will be issued based on the SMT (Smart Media Token) system in order to build a fully self-sustainable product discovery community platform. A fully-decentralised STH token reward pool will be initiated as soon the SMT system is ready (the launching date of SMT based Steemhunt will be announced after the SMT mainnet is fully operative). The token swap process will be followed as below:

1. STH token swap interface will begin prior to the SMT based Steemhunt launch. Further details such as swap periods or wallet systems will be announced at that time.
2. HUNT main token holders will be able to choose to swap some or all of their HUNT tokens to the SMT based STH tokens with a ratio of 1:10. For example, if a user who has 10,000 HUNT tokens decides to exchange 5,000 HUNT to STH tokens during the swap period, the user will have 5,000 HUNT and 50,000 STH tokens (or STH Power).
3. The initial token supply of STH will be the sum of the total STH tokens swapped from the HUNT holders. After the initial STH tokens are issued, the annual inflation and reward pool that is addressed in chapter 4-2-1 will begin.
4. The 1:10 ratio token swap will only be possible during the swap period. After it is finished, people can buy STH via an exchange platform, or earn STH from the annual reward pool.
5. The 50% ecosystem and community building bounty distribution will be finished at the end of the token swap period, and the leftover tokens will be burned (32.9% of tokens have not been released yet as of October 2, 2019).

More details about the STH token swap process will be announced via the HUNT official blog channel after the SMT mainnet is fully functioning.

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5. Team and Roadmap

Please note that the following team and roadmap information may become out-dated in relation to the changes in HUNT team operation. Please check out https://token.hunt.town to find the most recent version.

5-1. The team

DongHyeok Kim (Co-founder, development)
12+ years of full-stack dev
7+ years as start-up founder
University of Sydney (Computer Science)
(previously) Co-founder at Notivo
https://www.linkedin.com/in/sydneyitguy/

YoungHwi Cho (Co-founder, design/marketing)
9+ years of product dev
4+ years as start-up founder
Ohio State University (Business)
(previously) Canon Korea
https://www.linkedin.com/in/andrewyhc/

SungWoo Park (development)
5+ years of full-stack dev
3+ years as start-up founder
Johns Hopkins University (Computer Science)
(previously) Co-founder at Sketchware
https://www.linkedin.com/in/sungwoopark95/

5-2. Roadmap

Since this new venture can entail many unexpected changes in market needs and regulations during the building of revenue streams on the token model, our roadmap will continuously be refined.

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2018	1Q	Launch Steemhunt.com
	2Q	Initiate HUNT token ecosystem bounties
	3Q	Launch blockchain account creation directly via Steemhunt.com
	4Q	Initiate Steem Witness node to expand community influence
2019	1Q	Create HUNT token wallet and initiate token listing strategy
	2Q	Issue HUNT ERC20 tokens and list on exchange markets
	3Q	Launch Reviewhunt beta version
	4Q	Launch LOL Hunt, Achieve 2,000+ beta users
2020	1Q	Launch Reviewhunt public version
	2Q	Achieve 50,000+ Reviewhunt users
	3Q	Launch SMT based Steemhunt (if the SMT mainnet is fully operative)
	4Q	Initiate HUNT Network 3rd-party service program

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6. Disclaimer

This white paper may be amended from time to time without notice. This white paper is intended to provide general information and is not meant to be exhaustive, comprehensive or authoritative. BourbonShake Inc. or its related corporations and/or corporate affiliates accepts no liability in relation to the white paper, or any reliance on the white paper, and does not warrant the accuracy or completeness of the white paper.

The risks described below, and or other additional risks presently regarded to be immaterial actually materialize, the commercial viability of HUNT Network may be materially and adversely affected, and could result in the destruction of the HUNT tokens or and/or the termination of the development or operation of HUNT Network.

1. The development or deployment of HUNT Network, and other products and services of BourbonShake Inc. or its related corporations and/or corporate affiliates may fail, be abandoned or be delayed for a number of reasons, including lack of funding, lack of commercial success or prospects, or lack of use by advertisers, publishers, and/or users.
2. BourbonShake Inc. or its related corporations and/or corporate affiliates may lose access to its private keys or be subject to data breach or data loss. BourbonShake Inc. or its related corporations and/or corporate affiliates plans on implementing reasonable security procedures, however BourbonShake Inc. or its related corporations and/or corporate affiliates cannot predict the success of any security precautions.
3. The functionality of HUNT tokens is complex, will require enhancements and product support over time, and full functionality may take longer than expected. The full functionality of such tokens is not yet complete and no assurance can be provided of such completion.
4. Any third party that gains access to private keys associated with a wallet may be able to gain access to the wallet. Loss or destruction of such private keys may also be irreversible.
5. The value of BTC, ETH, STEEM, and HUNT may drop significantly, depriving BourbonShake Inc. or its related corporations and/or corporate affiliates or resources required to continue operation.
6. Cryptocurrencies are subject to regulatory scrutiny by government authorities and other regulatory bodies around the world, and BourbonShake Inc. or its related corporations and/or corporate affiliates could be adversely affected by one or more enquiries or actions.
7. Expectations regarding the form and functionality of the HUNT Platform, which are held by purchasers of the HUNT tokens (whether due to the white paper or otherwise) may not be met upon release of the HUNT Network and/or the HUNT tokens, for any number of reasons including a change in the design and implementation plans, or delays or differences upon execution.

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8. The Ethereum and Steem blockchain is still in a relatively early stage of development and is not completely proven. Any malfunction, flaws, breakdown or abandonment of the Ethereum and Steem blockchain may have a material adverse effect on the HUNT tokens or the HUNT Platform.
9. The Ethereum and Steem blockchain is expected to undergo a change in consensus protocol/algorithm. This represents a risk to HUNT tokens, including the utility of such tokens for obtaining the services and/or products provided by HUNT Network, if methods are developed which render ineffective the new cryptographic consensus mechanism that will in the future underpin the Ethereum and Steem blockchain.
10. Advances in code cracking, or technical advances such as the development of quantum computing, may present risks to cryptocurrencies and BourbonShake Inc. or its related corporations and/or corporate affiliates, which could result in the theft or loss of HUNT tokens.
11. Token transactions are irrevocable and stolen or incorrectly transferred HUNT tokens may be irretrievable. As a result, any incorrectly executed HUNT tokens transactions could adversely affect the value of HUNT tokens. Token transactions are not, from an administrative perspective, reversible without the consent and active participation of the recipient of the transaction or, in theory, control or consent of a majority of the processing power on the relevant blockchain. Once a transaction has been verified and recorded in a block that is added to the blockchain, an incorrect transfer of HUNT tokens or a theft of HUNT tokens generally will not be reversible and there may be no compensation for any such transfer or theft. Such loss could adversely affect the value of HUNT tokens.
12. The original version of this white paper is in English and translated versions may have inaccuracies or errors. The English version of the white paper shall take precedence over the translated versions. Please refer to the English version of the white paper if you require any clarification.
13. There will be no cancellations of HUNT token purchases, and no refunds for completed purchases.

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7. Connect with HUNT

Steemhunt - https://steemhunt.com/

Reviewhunt - https://review.hunt.town/

HUNT Network - https://token.hunt.town

Github repo - https://github.com/Steemhunt

Official blog - https://steemit.com/@steemhunt

Discord - https://discord.gg/mWXpgks

Telegram - https://t.me/steemhunt

Kakaotalk - https://open.kakao.com/o/g1odiHhb

Twitter - https://twitter.com/@steemhunt

Reddit - https://www.reddit.com/r/steemhunt/

Facebook - https://www.facebook.com/contact.hunt/

Youtube - https://www.youtube.com/channel/UCr-LidoIaEn_bN1yhVfgRzA

email - admin@hunt.town

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