About HYTOPIA

HYTOPIA is a collaborative and independent video game built by various members of a community who have been at the forefront of Minecraft's modding and third-party games ecosystem for the past decade.

With the goal of addressing the limitations and gaps in creative expression within the Minecraft ecosystem and modernizing player experiences, HYTOPIA is a game and developer platform built from the ground up and takes inspiration from well-loved game mechanics that players have become familiar with. HYTOPIA's goal is to become "the next Minecraft".

Our mission is to encourage innovation and collaboration among a community of enthusiastic players, driven content creators, and helpful contributors in order to enable enchanting and boundless gaming experiences we have always desired from Minecraft, but Minecraft's lack of capabilities has prevented.

We are constructing an interconnected ecosystem comprising players, creators, and contributors by building a new game, engine and platform from the ground up. As well as technology, resources, and support needed for the community to create and relish a broad range of content and experiences. HYTOPIA's key features include:

Notable Features:

- **Free To Play** - No account or game purchase required to play HYTOPIA games (servers).
- **Web & Desktop** - Play HYTOPIA on your PC or in the web browser at native frame rates.
- **Familiarity First** - Inspired by Minecraft, players will feel right at home in a familiar gameplay environment.
- **Community & Social** - Head into your favorite HYTOPIA games with your friends by your side.
- **Player Expression** - Extensive cosmetic systems for players to be themselves in every HYTOPIA game.
- **Creator-First** - Extensive tooling for content creators and developers to build with no limitations.
- **Backwards Compatible** - Connect and play your favorite Minecraft servers.
- **Built From Scratch** - Developed in RUST, everything created by us.
- **Much More** - Dive deeper into our documentation to learn more about HYTOPIA.
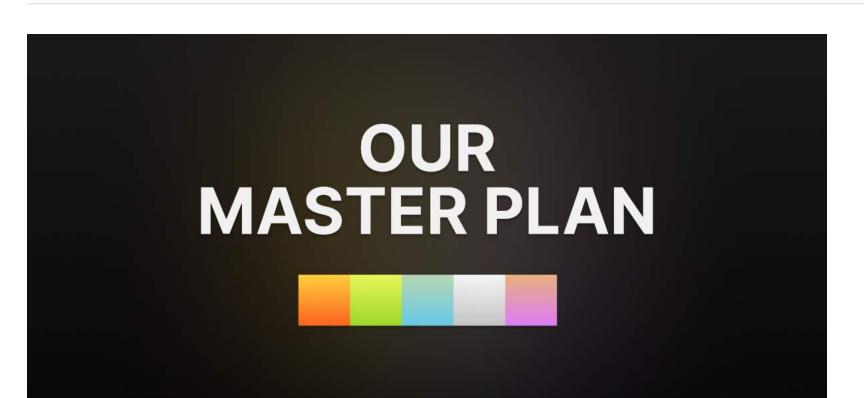
Our Vision

Our vision is to ignite limitless imagination by empowering the next generation of players and creators in a diverse, global community.

At the core of our vision is the firm belief that our brand, technology, and platform should give everyone a place to thrive.

We poured our passion into the tools and foundation; you bring the magic and life. We fundamentally believe in the value of peer review and contributor governance to actively shape the platform's future so it can evolve in a way that benefits everyone. HYTOPIA is ours, and together we push the boundaries of what is possible.

Join us on the journey toward a place where imagination is limitless.

Our Master Plan

Preface

We originally launched HYTOPIA as a project called NFT Worlds. Through Minecraft's 3rd party developer ecosystem, we aimed to build a massive server network by introducing a blockchain layer that connected Minecraft servers, provided a cross-server game currency, and enabled player rewards and content access through digital collectibles.

When NFT Worlds was thriving, we had nearly 100,000 active players, over a million in-game transactions, over 40 of the top Minecraft development teams building content, and support from major brands & projects building on top of NFT Worlds. There was undeniable demand from both creators and players. However, Minecraft's ban on third-party blockchain technology forced us to rethink our approach.

We boldly pivoted and rebranded as HYTOPIA, setting our sights on an even more ambitious goal: creating a modern platform that rivals titans like Minecraft and Roblox, while incorporating blockchain elements for decentralized game economies and open systems governed by our community.

Our master plan is centered around the following:

1. **Modernized Game Engine** - Craft a groundbreaking, Minecraft-like game engine from scratch that is built in a more performant and modern language (Rust) that resolves competitors' long-standing limitations, modernizes gameplay, and meets the evolving demands of players and creators.
2. **Cross Compatibility** - Ensure seamless transitions for players and creators with backwards compatibility for Minecraft's network protocols, allowing play compatibility with legacy Minecraft servers while using none of their assets or code.
3. **Free, Everywhere** - Deliver an unparalleled, free-to-play, cross-platform experience on all devices, including web browsers.
4. **Support Creators** - Empower content creators by offering them flexible monetization policies, state-of-the-art tools, and a unified player ecosystem. All of which is governed and directed for decision and feature development through creator-led governance.
5. **Leverage Competitor Shortcomings** - Captivate players and content creators with enhanced quality of life offerings, long-awaited features that competitors have failed to provide, and superior content.

Let's dive into the details and motivations behind each step.

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1. Modernized Game Engine

In an era of rapid technological advancement, established games like Minecraft and Roblox, built over a decade ago, can struggle to keep up with today's hardware, content creator demands, and ever-evolving gamer needs. HYTOPIA benefits from the wisdom of hindsight, learning from the successes and shortcomings of our predecessors.

Our foundation rests on robust, modern technologies like RUST and Bevy for our game engine, enabling us to develop a blazing-fast, versatile platform that runs seamlessly across all environments—PC, Mac, web browser, game console, and mobile devices.

HYTOPIA's creator-first approach results in a game engine and systems built for modularity, customization, and ease of development. Our innovative platform grants creators unparalleled control, including:

- Comprehensive UI customization through straightforward HTML/CSS standards, thanks to our Tauri implementation that powers in-game UI/UX.
- Unrestricted in-game assets and models, with intuitive APIs that allow for intricate model interactions, entity behaviors, and moving objects—capabilities often deemed challenging or impossible in legacy games.
- Server-pushed updates and client control that let developers tailor player experiences without necessitating manual installation of third-party mods.
- A hybrid networking protocol with higher tick rates, leveraging both TCP and UDP for smooth gameplay and competitive gaming environments.
- And so much more.

At HYTOPIA, we stand on the shoulders of giants, poised to revolutionize the gaming landscape and usher in a new era of immersive, unparalleled experiences.

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2. Cross Compatibility

Bridging the gap between the old and the new presents a formidable challenge for any newcomer in the gaming industry. For HYTOPIA, we've devised a unique hybrid approach, drawing on our experience of what worked while NFT Worlds was still built on top of Minecraft, which rapidly amassed over 100,000 active players within our first months of launch.

As HYTOPIA is a Minecraft-inspired game, we've prioritized backward play compatibility with Minecraft servers. This allows us to offer HYTOPIA's myriad of improvements—such as smoother frame rates, enhanced visual graphics, modernized user interfaces, and superior user experiences—while seamlessly introducing Minecraft players to the HYTOPIA ecosystem. The goal of this is to smoothly pull players into the HYTOPIA ecosystem without compromising their experience or access to content.

Remarkably, we've achieved this compatibility without using any of Minecraft's assets or codebase. At its core, HYTOPIA interprets the network protocol packets sent by Minecraft servers, responding in kind to facilitate backward-compatible gameplay. Players are immersed in a world composed entirely of HYTOPIA assets, models, and interfaces while playing Minecraft server experiences.

The success of custom clients like Lunar Client, despite their Java codebase limitations, attests to the efficacy of our approach. By building HYTOPIA from the ground up, without cutting any corners, we believe we are also creating the ultimate Minecraft-compatible game client. This advantage positions us to attract a significant player base, propelling HYTOPIA to the forefront of the gaming world.

We believe we can draw a significant player base into HYTOPIA through this approach. From there, players will also be introduced to our HYTOPIA world servers that offer content and gameplay of significantly more depth and capability.

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3. Free, Everywhere

We are harnessing cutting-edge technologies to create a game that is not only accessible on any device and across all hardware specifications but is also entirely free to play. We envision HYTOPIA as a truly open ecosystem, devoid of a purchase requirement, where everyone around the world can come together and enjoy the game. Rest assured, creating accounts for HYTOPIA will always be free.

While playing on all HYTOPIA servers is free, it is crucial to mention that players seeking backward compatibility play with their favorite old/legacy Minecraft servers through the HYTOPIA game client must link their Microsoft/Minecraft accounts to their HYTOPIA accounts. This requirement stems from Microsoft/Minecraft's stipulation that a valid game account is necessary to play on Minecraft servers, and serves as a testament to our commitment to abide by rules while providing an unparalleled gaming experience.

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4. Support Creators

Creators form the foundation of the HYTOPIA ecosystem, and their needs have taken center stage in our development roadmap. We are committed to making HYTOPIA a haven for creators, outshining competing platforms by focusing on several key areas:

- We provide familiar yet incredibly powerful developer tools and APIs that enable creators to craft immersive experiences, surpassing the limitations of games like Minecraft.
- HYTOPIA offers flexible monetization policies and tools, empowering creators to sell their custom cosmetics, in-game items, and more through HYTOPIA's in-game currency or fiat currency ($). Our platform features significantly reduced fees compared to others, taking a mere 5% or less cut, ensuring creators retain over 95% of their content revenue. This revenue split structure is possible thanks to a level of business model innovation we can only enable with blockchain.
- Our creator-led governance approach allows creators to propose changes to HYTOPIA's features, systems, and player-creator relationships, fostering a democratic platform that benefits both players and creators.
- HYTOPIA prioritizes showcasing top creator games, regularly highlighting new and emerging titles for our player base. This collaborative effort drives the HYTOPIA content ecosystem forward and helps creators gain traction for their games.

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5. Leverage Competitor Shortcomings

In the world of gaming, specifically within creator communities of existing games like Minecraft and Roblox, we've identified glaring gaps that have remained unfilled for years.

For example, creators have long requested improvements, such as the ability to create moving objects, first-party support for more extensible custom game modes in the Java-based version of Minecraft, and enhanced monetization policies, yet these calls have gone unheard for nearly a decade.

At HYTOPIA, every decision we've made thus far has been informed by our years of experience and pain building in these competitor ecosystems and by the publicly and privately expressed needs of the most successful creators across these platforms.

Our unwavering commitment to placing the community, creators, and players at the forefront – listening intently to their needs and building an open game platform inspired by the familiar play-feel of the most popular game of all time, – sets the stage for HYTOPIA to become something truly extraordinary.

HYTOPIA vs. Others

HYTOPIA is being built with a number of critical feature considerations in place to meet our goals of providing the best voxel-based open-world platform.

Below you can find a comparative, non-exhaustive list of important things we've taken into consideration as we've been building HYTOPIA.

	HYTOPIA	Minecraft
Massively multiplayer game capabilities	✅	✅
100% feature parity	✅	✅
Compatible mods and plugins	✅	✅
Free to play	✅	❌
Cross compatible	✅	❌
Optimized on low-end hardware	✅	❌
In-browser play at near-native speed	✅	❌
Open developer environment	✅	❌
Creator monetization systems	✅	❌
Seamless custom content support	✅	❌
Integrated developer kit	✅	❌
No-code tools for content creators	✅	❌
Robust collaborative API layer	✅	❌
Contributor platform governance	✅	❌
View cosmetic items globally	✅	❌
In-game creator item marketplace	✅	❌
Player-to-player in-game item trading	✅	❌
Native digital collectibles support	✅	❌
Friends list	✅	❌
Group chats	✅	❌

What Are HYTOPIA Worlds?

HYTOPIA Worlds are digital collectibles fairly distributed to our community for free when HYTOPIA was launched. Each HYTOPIA World represents one of 10,000 total digital collectibles, of which no more will ever be created.

You can think of HYTOPIA overall as a platform of many games, with requirements that gate entry to the ability of developers to launch games on our platform by requiring them to own one of these digital collectibles.

At the most simplified level, you can think of owning a HYTOPIA World as a ticket that allows you to develop monetized and massively multiplayer games that are visible and can be played by all players on HYTOPIA. This isn't all HYTOPIA Worlds are for though, let's dive in more below.

- [Development & Monetization](#) - Learn more about how owning or renting a HYTOPIA World allows you to develop massively multiplayer experiences and create a monetization system.
- [Visibility & Placement](#) - Learn more about HYTOPIA World placement rankings and visibility to all players within the HYTOPIA ecosystem.
- [Staking](#) - Learn more about staking a HYTOPIA World to receive $TOPIA rewards daily.
- [Renting](#) - Learn more about renting your HYTOPIA World to other developers for a monthly $TOPIA price you set.
- [HYTOPIA Chain Access](#) - Learn more about how owning or renting a HYTOPIA World allows you to deploy smart contracts to HYTOPIA's blockchain.
- [Lootbox Rewards](#) - Learn more about how owning a HYTOPIA World rewards you with recurring cosmetic lootboxes.

Development & Monetization

We're building the HYTOPIA ecosystem with the goal of attracting tens of millions of players.

To ensure a high-quality gaming experience and keep players engaged through influencing the quality of games and content, we've limited the number of available Worlds to 10,000. The goal of this is to put strategic barriers on developers wanting to target the HYTOPIA player base and prioritize playable game quality over quantity due to monetized games requiring a world as a "ticket" in order to be launched. Developers aiming to profit from HYTOPIA players or appear on our game client's "HYTOPIA Worlds" page need to own a World or rent one from a current owner.

However, if you just want to launch a game for personal, private, or developmental use, you don't need to own a HYTOPIA World. Players can connect to a personal/private/developmental HYTOPIA game servers via a direct IP connection in the HYTOPIA game client. These private worlds will otherwise have no visibility to players within the HYTOPIA game client and no access to monetization systems.

Owning or renting a HYTOPIA World lets you build a game and monetize players in various ways, such as:

- Selling in-game cosmetics collections in the form of loot boxes or individual items on the HYTOPIA Marketplace.
- Selling game-specific items and digital collectibles in your game through NPC vendors or other systems.
- Launching Avatar collections in partnership with HYTOPIA.
- Charging players $TOPIA Tokens for approved in-game items, ranks, services, etc.
- Hosting "buy-in" tournaments, and other gated server events.

Leverage the $TOPIA ecosystem to incentivize purchases by:

- Providing in-game benefits or special functionality to certain items.
- Gating gameplay, experiences or features by ownership of certain items.
- Design unique and vibrant cosmetics which appeal to a player's desire for individuality.
- And more.

Visibility & Player Reach

The HYTOPIA games page in our game client prominently displays games for new and existing players to explore. To qualify for a spot on this page, a game must be developed into a experience connected to an existing Minecraft server or a much more advanced HYTOPIA server. This opportunity is open to owners or renters of Worlds to gain reach to the entirety of the HYTOPIA playerbase.

Players can sort by gameplay type (Adventure, Casual, RPG, Shooter, etc.) as well as popularity ranks. Popularity ranks of games are calculated using a combination of player activity trends and the World's rarity attached to a game. Games with rarer worlds attached receive a minor multiplier bonus, which slightly boosts their position on the list relative to their activity, making them visible to more players. The most influential metric for popularity ranking is player activity, which includes daily average play time per player, number of unique daily active players, and daily volume of player economic activity for a game.

Information on category ranking formulas will become available as HYTOPIA gets closer to public release.

World Staking

HYTOPIA Worlds can be staked through HYTOPIA's World Manager. When you stake a HYTOPIA World, you unlock the following benefits:

- Receive $TOPIA tokens on a daily basis. World owners can claim their earned $TOPIA Tokens at any time.
- Optionally, your staked World can be configured to earn $TOPIA tokens by renting through the HYTOPIA Worlds Rental Marketplace. World owners will set a security deposit, monthly rental cost, and a minimum and maximum available term. Renters will browse the marketplace listings, and after finding the right World, initiate a rental by accepting those terms.

The daily $TOPIA earnings for a staked HYTOPIA World are based on this formula:

$$R_{user} = \sum_t \frac{\sum_{i \in S_{user}} W_i}{\sum_{i \in S_{all}} W_i} r_{rewards}$$

Additionally, each World's staking rate is influenced by its weight which is determined by its rank relative to all other Worlds. A Worlds weight can be determined with this formula:

$$W_n = 40003 - 3 * Rank_n$$

There are 1,750,000,000 $TOPIA Tokens allocated for staking rewards over five years. Token distribution is proportional to the total HYTOPIA Worlds staked, with the formula determining the distributed amounts. If fewer Worlds are staked, you'll earn more $TOPIA relative to the total staked Worlds.

Once staking reserves are exhausted, we anticipate the HYTOPIA Worlds ecosystem will sustain itself through the rental system associated with staking.

Note: Staked Worlds cannot be listed for sale. To sell a World, it must be unstaked from the staking/renting contract and returned to the owner's wallet.

Renting

> 📘 **Pending Release**
>
> The rental functionality of HYTOPIA Worlds is planned to release around Q1 of 2024 when HYTOPIA is planned to exit public beta and officially launch.

Due to the free market nature surrounding HYTOPIA Worlds, it's essential for our ecosystem to provide a variety of means for developers and game studios to attain access to a World to develop their games. One such way is for developers or game studios to rent a World from an existing owner who has made their World available for rent.

[When a World is staked](#), the owner can specify if the World is also available for rent. Only staked Worlds can be made available for rent because by staking the World, it securely guarantees that it cannot be transferred or change ownership while it is rented.

Worlds made available to rent can have a variety of parameters set:

- Security Deposit: The amount of $TOPIA Token required as a security deposit for a renter to initiate renting. If the renter defaults on a payment before the rental period has expired, the renter loses their deposit to the owner.
- Rent Amount: The amount of $TOPIA Token required to be paid monthly to rent a World. First month's rent is due immediately upon initiating a rental by a renter.
- Minimum Rentable Days: The minimum number of days a renter can select to rent the World.
- Maximum Rentable: The maximum number of days a renter can select to rent this World. While a World is rented, the owner cannot unstake it and will not have access to it for their own use.

Through HYTOPIA's rental marketplace, you can search for Worlds available to rent to begin developing your game. By renting a World, you're granted access to the following:

- [Development & Monetization](#) - You may develop a game that has support for an uncapped number of concurrent players and integrate a variety of ways to monetize the player base of your game.
- [Visibility & Placement](#) - The game you've developed can qualify to be listed on the front page World list of HYTOPIA.
- [HYTOPIA Chain Access](#) - You may deploy smart contracts related to your game to HYTOPIA's blockchain.

Worlds that reach termination of their rental agreement are detached from any games launched or developments made during the rental period. The developer of the game and content that was associated with that World token retains all rights to their development, games, and player base unless otherwise stated in the rental terms prior to a renter entering an agreement.

HYTOPIA Chain Access

HYTOPIA operates its own dedicated and environmentally sustainable blockchain. This blockchain utilizes a variant of the Ethereum Virtual Machine (EVM) for state management and enabling smart contract functionality. You can learn more about the HYTOPIA Chain here.

By default, the ability to deploy custom "smart contracts" and interact with low-level logic systems on HYTOPIA's chain is limited to a list of pre-approved actors. Anyone who owns or rents a HYTOPIA World is among this list of pre-approved actors. We determine approval based on renting or ownership by what HYTOPIA chain wallet address currently owns a World or is renting one based on the on-chain state.

By owning or renting a HYTOPIA World, you can perform the following operations on the HYTOPIA chain.

- Launch arbitrary smart contracts.
- Create new HYTOPIA items collections for the World you're building - cosmetic & non-cosmetic.
- Create and request approval for your own cosmetic items to be available across all Worlds in HYTOPIA.
- Interact with a variety of default HYTOPIA smart contracts and pre-deployed systems.

Lootbox Rewards

The core HYTOPIA team releases recurring lootboxes with various unique cosmetic items that can be worn in all Worlds across HYTOPIA. These lootboxes can be opened to receive a random cosmetic item as a reward. Some of these items are extremely rare and highly scarce in availability, with the lootboxes containing them only made available to World or Avatar owners. By owning a HYTOPIA World, you freely receive these recurring lootboxes from the HYTOPIA team at varying intervals.

What Is The HYTOPIA Chain?

> 📘 **Pending Release**
>
> HYTOPIA Chain is expected to go live in Q3 of 2023.

The HYTOPIA Chain is the fundamental blockchain technology that supports the entire HYTOPIA ecosystem. It is the underlying infrastructure that powers all aspects of the ecosystem, including in-game trading, economic systems, ownership of digital items, and more. The HYTOPIA Chain ensures that these processes are carried out in a decentralized and secure manner.

To put it simply, the HYTOPIA Chain is a semi-permissioned blockchain. While anyone can conduct transactions, trade game items, and interact with existing smart contracts, only authorized community members and projects can deploy new contracts and systems on the chain. This approach helps enhance the security of the HYTOPIA ecosystem by protecting it from potentially harmful smart contracts and safeguarding end users from attacks.

The HYTOPIA Chain is secured through periodic checkpoints to both the Polygon and Ethereum blockchains.

- [Governance](#) - Learn more about governance of the operational configuration of the HYTOPIA Chain.
- [Technicals](#) - Learn more about the technical details of the HYTOPIA Chain.
- [RPCs](#) - Learn more about available RPC endpoints for interacting with the HYTOPIA Chain
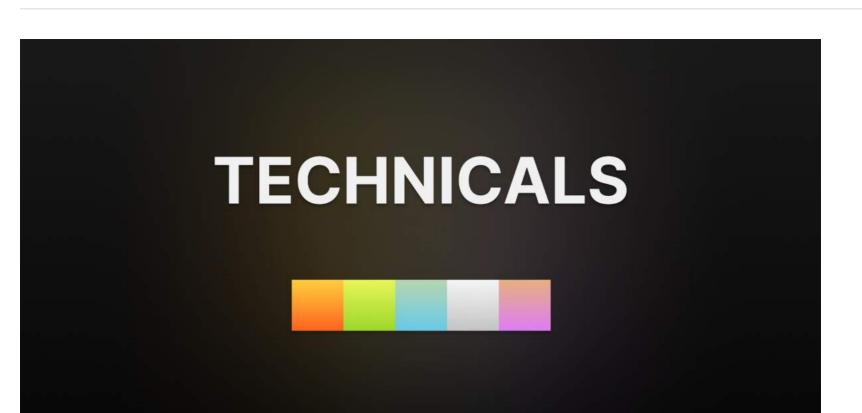- [MetaFab & HYTOPIA Chain](#) - Learn more about MetaFab merging into HYTOPIA

Governance

All users of the HYTOPIA Chain who possess the $TOPIA Token can actively engage in network governance whenever proposals are put forward.

From time to time, HYTOPIA may suggest modifications to the network's configuration to improve its stability, scalability, or other purposes. These proposed changes are subject to on-chain governance, meaning they can be voted on and implemented based on the majority consensus of $TOPIA token holders.

Currently, the HYTOPIA Chain enables token holders to vote on and confirm the following adjustable network settings through its governance process.

Governable	Explanation	Genesis Value
Block Time	Period determining block creation frequency	1 Second
Block Gas Limit	Maximum amount of gas used by all transactions in a block	20,000,000
Checkpoint Block Interval	Transactions that occur on the HYTOPIA Chain are checkpointed to the Polygon chain at frequent intervals of blocks by the validators. HYTOPIA chain checkpoints to the Polygon chain are then checkpointed to the Ethereum chain every 30 minutes.	1800 Blocks
Epoch Size	The number of blocks per epoch of the HYTOPIA Chain	200 Blocks
Epoch Reward	The reward size for block sealing per epoch.	100 $TOPIA

All governance activities will be performed through HYTOPIA's snapshot.org page: https://snapshot.org/#/topia-governance.eth

Technicals

Here's an overview of key network details of the HYTOPIA Chain. Many of these can be changed after genesis through the [HYTOPIA Chain's governance mechanisms](#).

	Explanation	Genesis Value
Block Time	Period determining block creation frequency	1 Second
Block Gas Limit	Maximum amount of gas used by all transactions in a block	50,000,000
Checkpoint Block Interval	Transactions that occur on the HYTOPIA Chain are checkpointed to the Ethereum chain at frequent intervals of blocks by the validators. HYTOPIA chain checkpoints every 24 hours.	86400 Blocks

Restricted Smart Contract Deployment

While anyone can interact with the HYTOPIA Chain and existing smart contracts on the HYTOPIA Chain, only specific developers can create or deploy new smart contracts. HYTOPIA Chain is a partially open blockchain; it's not open to all developers but only those working on game or World development within the TOPIA ecosystem.

Creating new features, content, or systems on the blockchain involves deploying new smart contracts. However, on the HYTOPIA Chain, the ability to deploy smart contracts is only given to those who own or rent a HYTOPIA World.

This restriction is a security measure designed to deter issues like spam, fraud, attacks, or other harmful behavior created with smart contracts, thereby helping preserve the network's safety and integrity.

Furthermore, this policy helps maintain the network's efficiency. It stops the HYTOPIA Chain from being overwhelmed with unrelated smart contracts and systems that could slow down the network and affect its performance. It helps ensure that all activities on the HYTOPIA Chain are aligned with the HYTOPIA ecosystem.

Cross-Chain Messaging

Our team believes in a future of dApp and game-specific blockchains, all able to interoperate through implementations and ideas surrounding cross-chain messaging.

Cross-chain messaging in Ethereum-based blockchains typically involves a mechanism called "bridges." These bridges are protocols or systems that allow two different blockchains to communicate. This communication allows for the transfer of information, including tokens, between chains.

HYTOPIA's approach to cross-chain messaging and "bridging" utilizes our own mechanism for proof generation, relaying, and verification.

- **Proof Generation:** Once an action is taken on the HYTOPIA chain or a communicable contract on another chain linked to HYTOPIA (Such as Ethereum), a transaction receipt that serves as a proof of operation is generated. This proof contains all the necessary details about the transaction, including the transaction's sender, the amount of assets locked, the intended recipient on the destination blockchain, and any other relevant information.
- **Proof Relaying:** The proof of the action taken is then relayed to the destination blockchain. This is done by HYTOPIA's relayer system — nodes responsible for monitoring source chain transactions and reporting them to the destination chains.
- **Proof Verification:** Once the proof arrives on the destination blockchain, it is verified. This involves checking that the proof is legitimate and that the proof's action did occur on the source chain.

Checkpointing to Ethereum

Checkpointing is a crucial component in the HYTOPIA network. Checkpoints are snapshots of the HYTOPIA chain state, which are intermittently checkpointed to the rootchain by validators. The rootchain uses these checkpoints to ensure the data on the HYTOPIA chain is intact and accurate.

Several functions are provided by the contract to streamline the handling of checkpoints, including submitting new checkpoints with accompanying metadata, validating signatures, and retrieving the event root by block number or epoch. The contract maintains a mapping for storing checkpoints and the current validator set, as well as an array for recording the block numbers of the checkpoints.

For efficient membership proof of an event in the HYTOPIA chain state, the contract utilizes a Merkle tree, built using the hashed exit events forwarded by the HYTOPIA chain's L2StateSender. The HYTOPIA client saves these to its local storage post transaction execution, and the membership proofs can be confirmed with the help of the users' Merkle proofs.

The contract also incorporates a Boneh-Lynn-Shacham (BLS) signature scheme to validate signatures from validators. The checkpoint contract aggregates these signatures and verifies if the necessary voting power threshold has been met to sanction the checkpoint.

HYTOPIA Chain to Ethereum Asset Bridge

HYTOPIA Chain's high-performing bridge enables efficient transfers of $TOPIA ERC20 tokens from Ethereum L1 to HYTOPIA L2 and also supports the movement of digital collectibles between these chains when needed.

Consensus

The HYTOPIA Chain uses the Istanbul Byzantine Fault Tolerant (IBFT) 2.0 consensus engine to agree on the addition of new blocks to the blockchain. In this system, a group of validators is responsible for verifying the validity of proposed blocks, which are put forward by a randomly chosen block proposer from the validator pool. The block proposer's job is to create a new block at specific time intervals.

The selection of the block proposer is based on a deterministic algorithm, similar to Tendermint. Validators are chosen as proposers with a frequency that depends on their voting power, which is directly proportional to the amount of stake they have locked up in the network.

To reach consensus on a block, the validators must participate in at least one round of voting. A supermajority of validators must agree that the block is valid before it can be added to the blockchain. Additional voting rounds are needed if consensus is not reached in the first round. Ideally, the validator pool reaches consensus during the first voting round, which is the most efficient and optimal outcome. This allows the network to keep processing transactions and adding new blocks without delay.

As a validator's voting power is tied to their stake, those with more stake influence the network's decision-making process more. This design provides an economic incentive for validators to act honestly and in the network's best interest.

Validators

The HYTOPIA Chain only allows approved validators, which have been whitelisted by HYTOPIA, to participate in the consensus process. These whitelisted validators may be major projects building on HYTOPIA, trusted third-party validators selected by HYTOPIA, or, more commonly, validators approved by a majority vote using $TOPIA governance.

Through $TOPIA community governance using HYTOPIA Ecosystem Proposals (TEPs), existing validators may be removed, and new validators may be approved.

Since the HYTOPIA Chain is designed specifically for the HYTOPIA ecosystem, it's essential to ensure the security and stability of the network relative to its purpose. To achieve this, validators are carefully selected and vetted entities. Validators can be appointed by HYTOPIA or approved by the $TOPIA community through a governance proposal called a HYTOPIA Ecosystem Proposal (TEP). This approach helps maintain a secure and reliable network tailored to the unique needs of the HYTOPIA ecosystem.

RPCs

To interact with the HYTOPIA Chain, you'll need to use one of the following supported RPC endpoints.

Alias	Endpoint
HYTOPIA Chain has not yet launched. At this time, no RPC endpoints are available.	n/a

MetaFab & TOPIA Chain

The founders of HYTOPIA are the same founders of MetaFab, one of the most powerful suites of developer tools to build game systems on top of the blockchain in a standardized and scalable way. MetaFab is being used by nearly 1,000 game studios and indie developers.

The MetaFab tech stack will be fully integrated into HYTOPIA to power our first-party infrastructure and developer tools for all HYTOPIA in-game item creations, lootboxes, player systems and so much more. This will allow us to build a fully frictionless set of systems for players, content creators, and developers alike to deeply integrate on-chain systems and content into HYTOPIA. Developers and content creators utilizing these systems will be required to use $TOPIA token for all aspects of item deployment, lootbox creation, utilization of MetaFab systems, and more on the HYTOPIA Chain.

Learn More About MetaFab

MetaFab's suite of technologies that will be rolling into HYTOPIA are extremely robust and extensive. We highly recommend you take some time to look through the MetaFab website and documentation to learn more.

MetaFab Website: https://trymetafab.com/

MetaFab Documentation: https://docs.trymetafab.com/

What Is $TOPIA Token?

$TOPIA Token is the in-game currency for the HYTOPIA ecosystem, enabling transactions and trades among players, Worlds, and other interactions. It also powers the HYTOPIA blockchain. With a limited supply of 5 billion tokens, it helps create a stable, incentive-driven platform for creators and players.

$TOPIA Token's significance comes from ensuring secure and seamless value exchanges across the entire HYTOPIA platform. It also is used for HYTOPIA Chain network fees, facilitating smooth network operations, and preserving network integrity. Additionally, the $TOPIA Token has staking options, rewards, and governance mechanisms, all tied to the smooth operation of the HYTOPIA ecosystem. The $TOPIA token is vital for the HYTOPIA ecosystem's stability and growth.

[Tokenomics](#) - Learn more about $TOPIA tokenomics.

[Staking](#) - Learn more about $TOPIA staking.

[Liquidity Pool Staking](#) - Learn more about rewards for participating in $TOPIA's liquidity pool.

[Faucet](#) - Learn more about the $TOPIA faucet for qualified Worlds.

[Trading & Transactions](#) - Learn more about $TOPIA Token's relevance for in-game trading and HYTOPIA chain transactions.
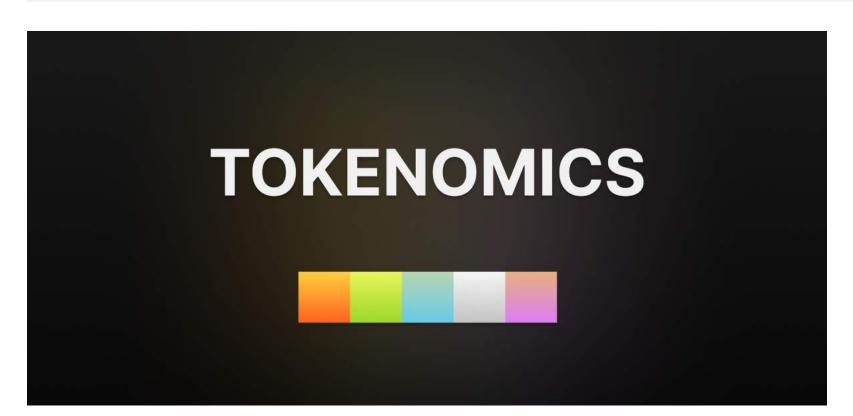
[Governance](#) - Learn more about $TOPIA Token's governance capabilities.

[$WRLD to $TOPIA Migration](#) - Learn about $WRLD to $TOPIA migration.

[FAQs](#) - Get answers to frequently asked questions (FAQs) around the $TOPIA token.

[$TOPIA Token Contract (Ethereum)](#) - View the verified contract for $TOPIA on Ethereum.

Tokenomics

$TOPIA's tokenomics are structured with a number of considerations. The biggest of which is to maintain a stable and incentive-driven platform for creators and players. $TOPIA Token originally launched as $WRLD token in December 2021 - before HYTOPIA's rebranding from previously being NFT Worlds. Tokenomics and token supply were also migrated when the rebranding to HYTOPIA occurred in May of 2023.

Supply Cap

$TOPIA has a **capped supply of 5,000,000,000 $TOPIA**. There will *never* be more than 5,000,000,000 $TOPIA.

Supply Allocations Overview

Allocation	% Of Total	Amount Of Total
World Staking	35%	1,750,000,000 $TOPIA
P2E Faucet, Grants & CEX	24%	1,200,000,000 $TOPIA
Team	20%	1,000,000,000 $TOPIA
$LP-TOPIA Staking	10%	500,000,000 $TOPIA
World Owners Claim	10%	500,000,000 $TOPIA
Avatar Staking	1%	50,000,000 $TOPIA

Supply Allocations Explained

World Staking

35% of $TOPIA's total supply is reserved for linear distribution to World owners over a 5-year timeline that starts in 2022 and ends in 2027.

Distributions for World staking are intended to give predictable amounts of $TOPIA Token to HYTOPIA World owners to increase the circulating supply of $TOPIA slowly, as well as kickstart HYTOPIA World development and incentivized mechanics within games World owners may choose to develop.

P2E Faucet, Grants & CEX

24% of $TOPIA's total supply is reserved for linear distribution over a 5-year timeline that started in 2022 and ends in 2027. This allocation is reserved for the following.

- P2E Faucet: $TOPIA Token is distributed to Worlds that have popular games with heavily active player bases. HYTOPIA Worlds can stake $TOPIA Tokens to get a continual drip of $TOPIA that they may distribute to their players as rewards under HYTOPIA's guidance. Their staked tokens are slashed if they violate TOPIA's distribution rules. You can learn more here: P2E & Grant Faucet
- Grants: HYTOPIA's team reserves the right to distribute gifts of $TOPIA Token to special interest projects and developments that align with the greater good and growth of the HYTOPIA ecosystem. These grants will be proposed to the community before distribution and voted on through majority consensus by $TOPIA holders.
- CEX Listing (7% Maximum): $TOPIA may be listed on a centralized exchange. Deducted from this allocation, up to 7% of the total token supply is tentatively reserved to meet market maker requirements.

Team

20% of $TOPIA's supply is reserved for team usage and unlocked over a four-year period that started in December 2021. Distributions of this 20% allocation are unlocked as a 1/48 of the total allocation each month.

The team reserves are intended for covering gas-subsidies of players for HYTOPIA chain, marketing, team-determined grants, team member incentives, and more.

$LP-TOPIA Staking

10% of $TOPIA's total supply is reserved for liquidity providers to the $TOPIA/$ETH liquidity pool on the Ethereum and HYTOPIA network. Providers receive $LP-TOPIA tokens relative to the total liquidity provided. $LP-TOPIA token can be used to withdraw liquidity.

By staking your $LP-TOPIA tokens, you lock up your provided liquidity for a selected period. In exchange, you receive liquidity pool fees and time-locked distributions of 500,000,000 $TOPIA Token to be distributed over four years to top liquidity providers to help offset the downside risk of impermanent loss.

World Owners Claim

10% of the total $TOPIA supply was given to HYTOPIA World holders over two consecutive claims. The first in December 2021 and the last in February 2022. This initial distribution of tokens was intended to fairly distribute and kickstart the token supply of the HYTOPIA ecosystem. Some Worlds did not claim their available tokens, and will have them airdropped to their respective owners in the future on the HYTOPIA Chain. This 10% of the token supply has already been fully distributed as of February 2022.

Avatar Staking

1% of $TOPIA's total supply is reserved for linear distribution to avatar owners over a 5-year timeline starting in 2023.

This $TOPIA distribution for avatars is intended to distribute $TOPIA Token for in-game play and use across playable HYTOPIA Worlds.

$TOPIA Staking

$TOPIA Token staking is intended to remove $TOPIA Token from the open circulating supply and stabilize HYTOPIA's in-game economies built around $TOPIA Token. There are three types of $TOPIA Token staking:

- $TOPIA Faucet Staking
- General $TOPIA Staking
- 3rd-Party Staking For Faucets

None of these staking mechanics directly yield $TOPIA as an APY. Their staking rewards are intended to support the stability & flywheels tied to HYTOPIA's ecosystem. We'll dive into each of these in detail below.

$TOPIA Faucet Staking

For approved Worlds to gain access to HYTOPIA's Faucet, World operators must stake a specific amount of $TOPIA Token relative to their qualified faucet yields. The intention is for HYTOPIA to retain a large amount of staked $TOPIA as collateral that can be slashed (taken) if a World violates the usage terms of emissions from the faucet.

> 📘 **Daily Active Player Qualifications**
>
> A daily active player is a player who actively spends at least 15 minutes in your World for any given day.

3rd-Party Staking For Faucets

Anyone can stake $TOPIA to the benefit of the World's faucet requirements. In exchange for staking to supplement a World's faucet requirements, a World can choose to reward supporting stakers. These rewards may be unique HYTOPIA items specific to a World, World-specific utility tokens, special Discord or community roles, access to limited content in-game, and more.

These rewards may not consist of $TOPIA yields in any way. Rewarding $TOPIA to players or holders for $TOPIA staking is an immediate violation of the faucet guidelines. It will result in a slashing proposal being brought against the World at fault.

General $TOPIA Staking

Any wallet or player can stake $TOPIA Token to the $TOPIA staking contract. In exchange, relative to each individual's total $TOPIA staked, they'll receive tiered rewards at a recurring interval from HYTOPIA.

These tiered rewards include, but are not limited to:

- Rare lootboxes
- Limited cosmetic items
- In-game titles and vanity tags
- $TOPIA-XP (More details on soulbound $TOPIA-XP coming soon)

Liquidity Pool Staking

Overview

[LP Staking is live! You can participate in LP Staking here](#)

$TOPIA liquidity pool staking allows you to supply liquidity to the official $TOPIA/$ETH pool on the Ethereum mainnet. In return, you receive $LP-TOPIA tokens based on your total liquidity provided, which you can use to withdraw your liquidity later.

By staking your $LP-TOPIA tokens, you lock up your supplied liquidity for a chosen time. As a reward, you'll receive a share of the pool's fees and a portion of 500,000,000 $TOPIA Tokens (distributed over four years) to compensate for potential impermanent loss risks.

The longer you stake your $LP-TOPIA tokens, the more fees and $TOPIA Tokens you'll earn compared to other stakers.

Emission Formula

$TOPIA rewards for LP staking are emitted at a constant rate of `3.96372399797` $TOPIA per second. This emission rate is equivalent to 500,000,000 $TOPIA in total emitted over a 4 year timeline, as per our [Tokenomics](#).

The amount of rewards accrued for your position(s) for LP staking are dependent on all other active stakers and their positions. Because rewards are emitted at a globally constant rate of `3.96372399797` $TOPIA per second, your per second rewards accrued for your position are calculated proportionally from this based on all other globally staked positions.

We use a weighted formula to determine your proportion of the per-second rewards. That formula is calculated for a position as `position weight = # of LP tokens staked * lockup multiplier`. Your lockup multiplier is determined based on the duration you choose to stake your LP tokens. You can find the available intervals and their multipliers below. In summary, longer lockup durations will give your positions a greater weight due to their lockup multiplier but require a longer period of staking before you can claim your reward.

A quick example of how position weights are calculated across all global LP staked positions is as follows. User A has staked a position of 100 LP tokens for a lockup duration of 60 days, resulting in a position weight of `100 * 2 = 200`. User B has staked a position of 50 LP tokens for a lockup duration of 360 days, resulting in a position weight of `50 * 12 = 600`. Assuming these are the only positions active in the staking system, User A's position holds 25% of the weight of the sum of all position weights (200 is 25% of 800 (`200 + 600`)) and therefore each second User A's position receives 25% of the constant `3.96372399797` $TOPIA rewards which is `0.99093099949` $TOPIA per second. Now, User B's position holds 75% of the weight of the sum of all positions, therefore they accrue 75% of the constant `3.96372399797` $TOPIA rewards which is `2.97279299848` $TOPIA per second. If at any time now or in the future another user or an existing user stakes a new position, the reward rate of User A & User B positions will adjust accordingly in real time, such that their reward emission rate is always relative to the weight of their position against the sum of all weights of all positions.

Lockup Intervals & Multipliers

All available lockup intervals and multipliers for LP staking can be found in the table below.

Lockup Duration	Lockup Multiplier
30 Days	1x
60 Days	2x
90 Days	3x
180 Days	6x
360 Days	12x
720 Days	24x

Multiple Staking Positions

You may stake multiple positions at varying lockup durations as you desire. For example, you may want to stake 20% of your total LP tokens at a 90 day duration to receive a 3x multiplier on them for their resulting weight, and the additional 80% of your LP tokens you may want to stake at a 360 day lockup duration to receive a 12x multiplier on those remaining tokens. You can stake as many positions as you'd like, and divide up your LP tokens relative to your preferred lockup multipliers as you like.

Claiming Rewards

$TOPIA rewards for a staking position cannot be claimed until the required lockup duration for the position has passed. Once the duration has passed, a user may choose to claim their rewards by unstaking their LP tokens which will also transfer their accrued rewards to them, or they may choose to keep their position and continue accruing rewards while being able to then unstake at any time.

Forfeiting Rewards

If a user with a staked position decides they want to withdraw their LP tokens, they may do so at any time but by doing so will automatically forfeit all of their accrued rewards due to not meeting the required lockup duration for their position.

Native LP Rewards

Your LP tokens staked still accrue their native LP rewards from the Uniswap V2 pool and can be claimed as usual at anytime by unstaking your LP tokens from the staking contract, and using those tokens to withdraw liquidity and rewards from the Uniswap V2 pool.

How Do I Get LP Tokens?

You can get LP tokens by providing liquidity to the [$TOPIA/$ETH Uniswap V2 pool here](#).

Faucet

HYTOPIA's faucet offers a steady supply of $TOPIA Tokens to Worlds, rewarding players for activities like playing games, trading, and joining events. This allows World owners to create engaging games and partially subsidize player rewards without providing all the $TOPIA Tokens themselves. The faucet is meant to jump-start World economies but not be a permanent solution.

> 🔲 **Pending Release**
>
> The $TOPIA Faucet is planned for release shortly after the public beta of HYTOPIA releases in Q4 2023.

Requirements & Rewards

To access the faucet, Worlds must:

- Have a fully developed, playable core experience available through HYTOPIA's game client.
- Integrate a functioning anti-cheat system, either provided by HYTOPIA or your own team.
- Create and enforce a set of rules for your players that create a fair gameplay environment.
- Be considered unique, engaging, and enjoyable to players, as determined by HYTOPIA.
- Stake the required $TOPIA amount, which can be slashed if faucet policies are violated.

Staking can come from the World development team, player support, or World owner. Daily faucet rewards depend on the total $TOPIA staked and the World's performance metrics.

Emission Formula

Faucet rewards for a World are issued daily and can be claimed by wallet addresses approved by the World owner. A World's base reward is calculated using $TOPIA staked and performance metrics like unique players, new player onboarding, total playtime, in-game transactions, and churn rate.

The formula for determining a World's daily faucet yield and maximum faucet yield relative to how much $TOPIA Token they have staked is calculated as follows:

P = Daily active players
S = Total staked $TOPIA
STAKING_CONSTANT = 120
ACTIVE_PLAYER_CONSTANT = 6
Max Daily Yield = S / STAKING_CONSTANT
Daily Yield = P * ACTIVE_PLAYER_CONSTANT

Where "Daily Yield" may not exceed "Max Daily Yield."

For example, with 100 daily active players and 12,000 $TOPIA staked, the maximum daily yield is 100 $TOPIA, but the calculated daily yield is 600 $TOPIA. Therefore, the World would receive a maximum of 100 $TOPIA.

Faucet Governance & Formula Changes

HYTOPIA World owners can submit proposals for changes to faucet yield rates, formulas, and requirements through HYTOPIA's governance mechanisms.

Violations & Slashing

If a World is suspected of violating faucet rules, a penalty proposal can be made against its staked $TOPIA. HYTOPIA and HYTOPIA World owners can submit proposals, and HYTOPIA World owners vote on whether to slash some or all of the World's staked $TOPIA. Slashed $TOPIA is returned to the faucet, increasing the faucet's total available amount.

Faucet Staking By Others

Worlds can incentivize anyone to stake $TOPIA by offering rewards like unique items, utility tokens, special roles, in-game upgrades, or access to limited content. However, offering $TOPIA in any way as a direct or indirect reward violates faucet guidelines and can result in a penalty proposal.

Trading & Transactions

$TOPIA Token is a primary in-game currency within the HYTOPIA ecosystem, facilitating transactions and trades between players, Worlds, and their respective interactions. This includes player-to-player, player-to-World, World-to-player, and World-to-World transactions. All these transactions are submitted to and settled on the HYTOPIA blockchain, ensuring a seamless and secure value exchange across the platform.

Additionally, $TOPIA Token is used to pay network fees for all transactions on the HYTOPIA blockchain. This ensures the smooth functioning of the network and helps maintain its integrity.

Governance

Owning $TOPIA Tokens allows you to vote on ideas and suggestions for improving the HYTOPIA. If you have enough tokens, you can suggest new ideas for the community to vote on by creating a HYTOPIA Ecosystem Proposal (TEP). This system ensures that the HYTOPIA community works together to fairly shape the platform's future.

To create a HYTOPIA Ecosystem Proposal (TEP), you need at least 1,000,000 $TOPIA Tokens. This helps prevent too many proposals from being active at the same time. The community can also vote to change this amount.

Each $TOPIA Token you have gives you one vote (yes or no) for a proposal. For example, if you own 10,000 tokens, you can cast 10,000 votes on a proposal. Your tokens won't be taken or used in any deductive way when you vote.

For a proposal to pass, it must receive more "yes" votes than "no" votes and get at least 10,000,000 total votes (quorum). The community can vote to change this requirement as well.

Currently, there are no rules about what types of proposals can be submitted. These proposals may include desired changes to game mechanics, staking mechanics, economic systems, and any other system that is a part of HYTOPIA. The HYTOPIA team can reject any approved proposals that they justify to be malicious or prove could harm the platform or HYTOPIA's community.

All governance activities will be performed through HYTOPIA's snapshot.org page: https://snapshot.org/#/topia-governance.eth

$WRLD to $TOPIA Migration

Swap $WRLD To $TOPIA

$WRLD can be swapped to $TOPIA token here: [Swap $WRLD to $TOPIA](#)

$WRLD 2.0 to $TOPIA

$WRLD 2.0 is an upgraded version of $WRLD 1.0 that is now being deprecated just like $WRLD 1.0 as we transition to $TOPIA token. Originally, swapping from $WRLD 1.0 to $WRLD 2.0 yielded a +5% bonus to swap. This bonus will be reverted upon swapping $WRLD 2.0 to $TOPIA.

When swapping $WRLD 2.0 for $TOPIA, you'll get 95.24% of your total $WRLD 2.0 as $TOPIA, effectively removing the earlier 5% bonus. For example, if you have 105 $WRLD 2.0, you would receive approximately 100 $TOPIA, which reverses the original 5% bonus from $WRLD 1.0 to $WRLD 2.0.

The main reason for reverting this bonus for $WRLD 2.0 is to make certain we can strategically allocate what would have been bonus tokens from the supply towards other critical needs within the HYTOPIA ecosystem. This is also to prevent a "run" of a mass migration from $WRLD 1.0 to 2.0 prior to the swap mechanism being available only for the sake of the bonus.

$WRLD 2.0 can be swapped to $TOPIA token here: [Swap $WRLD to $TOPIA](#)
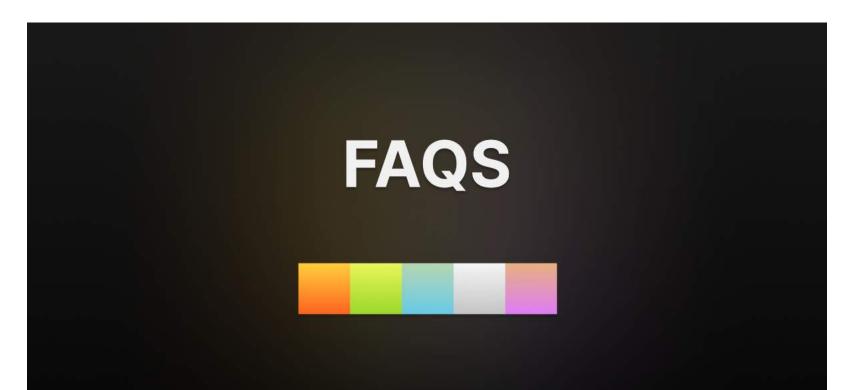

Where can I get $WRLD token now to swap to $TOPIA?

Disclaimer: While you can acquire $WRLD through swap pools, we remind our community that the $WRLD token is an in-game currency with no monetary value officially endorsed by our team. By acquiring $WRLD tokens using a swap pool, you are effectively purchasing a game currency that the HYTOPIA team does not officially back with any monetary value.

We share a link to a $WRLD swap pool below explicitly for the sake of giving more people fair access to acquire $WRLD, which can be swapped to $TOPIA token and used within the HYTOPIA ecosystem as game currency.

You can get $WRLD on Uniswap
here:https://app.uniswap.org/#/tokens/ethereum/0xd5d86fc8d5c0ea1ac1ac5dfab6e529c9967a45e9

FAQs

Members of the HYTOPIA community, formerly known as NFT Worlds, have raised questions about the new token's function within the HYTOPIA ecosystem and the status of the old token ($WRLD) from the previous NFT Worlds platform. To provide clarity on these issues, we have put together a list of common questions and straightforward answers to dispel any misunderstandings.

A different token... Why is this needed?

The migration from $WRLD token to $TOPIA token has been decided for the following reasons.

- Brand consistently.
- Easier token identification. Alternative tokens like $WORLD have been confused with $WRLD.
- Reconfigured L1 token mechanics for L1 -> L2 (HYTOPIA Chain) bridging, and other needs.
- Unification of $WRLD 1.0 and 2.0 and the minor amount of fragmentation that have occurred between the two.

What is the purpose of $TOPIA (what will it be used for)?

The functionality of the $TOPIA token surpasses the capabilities of the older $WRLD token. We've provided a list outlining how $TOPIA is utilized throughout the HYTOPIA ecosystem.

- The primary game currency used within HYTOPIA across all Worlds by players, developers, and all participants in the ecosystem. See Trading & Transactions
- The network token for the What Is The HYTOPIA Chain?
- The gas token for the HYTOPIA Chain - Used to pay transaction fees for any on-chain interactions.
- Staking
- Faucet Staking
- Liquidity Pool Staking
- HYTOPIA Ecosystem Governance
- HYTOPIA Chain Governance

If I'm a liquidity provider what should I do?

Liquidity providers can earn rewards through providing liquidity to supported $TOPIA pools. Learn more here: Liquidity Pool Staking

What incentives do I have to provide liquidity for $TOPIA?

Per our Tokenomics, 10% of $TOPIA's supply is reserved for liquidity pool provider rewards. Learn more here Liquidity Pool Staking

What happens to the price of $WRLD 1.0 and $WRLD 2.0?

The price of $WRLD 1.0 and 2.0 is determined by community-created liquidity pools. Although $WRLD won't be part of the HYTOPIA ecosystem after migrating to $TOPIA, its price will still rely on actions within 3rd party liquidity pools as some 3rd party projects may choose to continue using $WRLD.

When will I be able to make the switch from $WRLD to $TOPIA?

You can swap $WRLD token to $TOPIA token here: Swap $WRLD to $TOPIA

How do I go from $WRLD 1.0 and $WRLD 2.0 to $TOPIA?

You can swap $WRLD 1.0 & 2.0 token to $TOPIA token here: Swap $WRLD to $TOPIA

What happens to $WRLD 1.0 and $WRLD 2.0?

$WRLD 1.0 and 2.0 will exist on the blockchain due to its immutability, but have no relevance to HYTOPIA.

Are staking balances accruing during the down time?

No, staking balances as of May 5th will not be transferrable to the new World staking contract for HYTOPIA Worlds.

What happens to my staking claims?

Claimable $WRLD for staking balances that were held on May 5th, 2023 will migrate to the new staking contract and make claimable the same balance but in $TOPIA token instead. The same block that we used to snapshot World ownership for the migration to HYTOPIA Worlds is the same block we will use to snapshot claimable balances.

Will I be able to claim in $WRLD 1.0 or 2.0?

Yes, you can swap $WRLD 1.0 and 2.0 for $TOPIA on the Ethereum mainnet. However, if you hold $WRLD on the Polygon mainnet, at this time you'll need to bridge it back to the Ethereum mainnet before swapping for $TOPIA, because $TOPIA is not deployed on the Polygon mainnet.

If you hold $WRLD on Polygon mainnet and have not swapped your $WRLD to $TOPIA when HYTOPIA Chain launches, you will be airdropped the equivalent $WRLD balance held on Polygon to the same address on the HYTOPIA Chain. The $WRLD bridge between Ethereum and Polygon will be disabled permanently right before this airdrop.

What happens to the 5% conversion of $WRLD 1.0 to $WRLD 2.0?

Since $WRLD 1.0 and $WRLD 2.0 will be swapped to $TOPIA, the previous 5% conversion bonus between $WRLD 1.0 and 2.0 will be reversed. When swapping $WRLD 2.0 for $TOPIA, you'll get 95.24% of your total $WRLD 2.0 as HYTOPIA, effectively removing the earlier 5% bonus. For example, if you have 105 $WRLD 2.0, you would receive approximately 100 $TOPIA, which reverses the original 5% bonus from $WRLD 1.0 to $WRLD 2.0.

When is staking going to start again?

Staking will be available within 7 to 10 days after the $TOPIA token is launched.

I forgot to claim my second $WRLD airdrop, can this still be claimed/airdropped?

If you haven't claimed one or more $WRLD airdrops from your Worlds, they are no longer available for claiming. Instead, when the HYTOPIA Chain launches, you'll receive an equivalent amount of $TOPIA as an airdrop on the new chain.

Is HYTOPIA still exploring a CEX listing?

Yes, we are pursuing a CEX listing for $TOPIA to give greater access to players globally to HYTOPIA's native game currency $TOPIA for the purpose of play.

Are we sticking with the 1 $TOPIA = 1 $TOPIA?

We understand that game currencies typically have a corresponding dollar value, and $TOPIA will likely have one as well. However, we don't intend to focus on or discuss its price fluctuations or speculative aspects. Instead, we view $TOPIA as the native game currency for players to use when buying, selling, or trading within all games and Worlds in the HYTOPIA ecosystem.

Where can I get $WRLD token to swap to $TOPIA later?

Disclaimer: While you can acquire $WRLD through swap pools, we remind our community that the $WRLD token is an in-game currency with no monetary value officially endorsed by our team. By acquiring $WRLD tokens using a swap pool, you are effectively purchasing a game currency that the HYTOPIA team does not officially back with any monetary value.

You can get $WRLD on Uniswap here:
https://app.uniswap.org/#/tokens/ethereum/0xd5d86fc8d5c0ea1ac1ac5dfab6e529c9967a45e9

How long will I have to swap to $TOPIA

When we release the $WRLD to $TOPIA swap system, there will be no limit on the amount of time that $WRLD 1.0 and $WRLD 2.0 can be converted to $TOPIA. $WRLD however will no longer have any relevance in the HYTOPIA ecosystem, so it is highly recommended to swap $WRLD to $TOPIA when available.

HYTOPIA Ecosystem Proposals

In order to submit a proposal to the HYTOPIA ecosystem, you must possess a certain number of $TOPIA tokens. Currently, you need to have at least 1,000,000 $TOPIA tokens in your possession. It's important to note that submitting a proposal doesn't mean you will expend or lose any of your $TOPIA tokens; it is merely a requirement that you hold a certain minimum balance.

All activities regarding HYTOPIA Ecosystem Proposals (TEP) such as creation, viewing, and voting on these proposals are handled through our governance platform. To participate, please visit: https://governance.hytopia.com

We strongly encourage our community to participate in the continuous evolution of the HYTOPIA ecosystem and being involved in guiding it in a direction for all to prosper through our open and democratic governance process.

Proposal Template

Please use the following template whenever submitting a new HYTOPIA Ecosystem Proposal

All proposals must have a concise, relevant title upon submission.

Use the below template for the "Description" section of your proposal when submitting it here:
https://governance.hytopia.com/#/create

```
Background
(This section is meant to provide the context and reasoning behind the proposal. It should answer quest

Proposal
(Here, you should provide a thorough explanation of the proposal. Make sure to outline what the proposa

Execution
(In this section, you should clearly outline the steps for implementing your proposal. This should incl

Summary
(This section should summarize the entire proposal, recapping the need for the proposal, the objectives
```

Proposal Limitations

At this time, HYTOPIA only has a few strict limitations on what type of proposals cannot be submitted. All other types of proposals are fair game.

At this time, proposals that contain any of the following will be denied by the HYTOPIA team.

- Any proposal to distribute profit, earnings or revenues in any way may not be submitted.
- Any proposal to restructure or change internal team members of HYTOPIA's core team may not be submitted.
- Any proposal to disclose sensitive business information of HYTOPIA that may or may not be relevant to it's competitive advantages may not be submitted.
- Any proposal that would bring harm against another party, alienate a group of individuals, or otherwise bring emotional or physical harm to anyone or anything may not be submitted.

As a final note, in extreme situations HYTOPIA reserves the right to explicitly veto any proposal that the core HYTOPIA team believes is malicious, acting against the good of the community, or has direct or indirect effects that could bring widespread harm to the HYTOPIA ecosystem.

Official Links & Socials

Company Links

- [Landing Page](#)
- [Main Twitter](#)
- [Discord](#)
- [Documentation](#)

Collection Links

- [HYTOPIA Worlds](#)
- [HYTOPIA Avatars](#)
- [HYTOPIA Items](#)

Things to Do

- [View Items in Armory](#)
- [Unbox Your Items](#)
- [Join the Discord](#)
- [Follow Along on Twitter](#)

Mainnet Smart Contract Links

- [$TOPIA Token (Ethereum)](#)
- [$WRLD To $TOPIA Migration (Ethereum)](#)
- [HYTOPIA Worlds ERC721 Contract (Ethereum)](#)

Testnet Smart Contract Links

- [$TOPIA Token (Goerli Testnet)](#)

HYTOPIA & Minecraft EULA

HYTOPIA represents the collective vision of our team and creators who are inspired by Minecraft's potential but face limitations in realizing their ideas within its closed ecosystem. While we love Minecraft, implementing even simple creations like driveable cars demands complex workarounds and unconventional methods due to the platform's inherent design constraints.

HYTOPIA starts from scratch, choosing [RUST](#) as a modern language built to support the interaction and functionality creators want. With this foundation, we use the most modern frameworks to create a performant client and an open-developer environment, allowing new and custom content to make its way into HYTOPIA Worlds and servers.

We are adding quality-of-life improvements that we and others in the community have wanted for years, such as extensive flexibility in server/world development, friends lists, group chats, global cosmetics, lighting flexibility, and more. We are also building no-code tools for artists and modelers, a player hub for exploring new fun things to do and experience with friends, and much more. While inspired by Minecraft, HYTOPIA is very much a unique and independent game and platform. HYTOPIA is not subjected to the Minecraft EULA - we own the entirety of our IP and have developed HYTOPIA from scratch.

Intellectual Property: HYTOPIA uses our own code, textures, models, assets and more and does not infringe on any Minecraft, Mojang, or related-party intellectual property.

Brand, Marketing, & Affiliation: HYTOPIA is not associated with, endorsed by, or a partner of Minecraft, Mojang, or any related parties.

EULA & Content Creation: As HYTOPIA moves closer to alpha, beta, and public stages, we will enforce and outline clear terms and conditions of the platform alongside platform contributors. Our EULA will remain flexible and be driven by community consensus.

By building HYTOPIA, we want to foster collaborative and rich gaming experiences that empower creators and players and ignite limitless imagination.

Environment & Sustainability

HYTOPIA utilizes advanced technology in various domains, including digital collectibles. We are committed to carefully evaluating the environmental and energy implications of the technologies we employ.

Our approach prioritizes minimal server farm resource usage for our infrastructure and adopts peer-to-peer networks to support many systems, like our digital collectibles. This approach is 9,000(+) times more energy-efficient than services like YouTube, enabling us to reduce our overall environmental impact.