

Lympo ecosystem lightpaper

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Lightpaper v2

First published on May 4, 2022



GameFi: dawn of a new era :

Gaming is a top entertainment industry; it is bigger than the music and film industries combined (USA News Group, 2019) and generated \$152.1 billion global revenue in 2019 (Statista, IBISWorld, NewZoo, 2020). Millennials and Gen Z age groups are passionate about gaming: millennials were found to spend \$112 monthly on gaming (SuperData, 2019), 43% of Gen Z played online games daily (Cybercultural newsletter, 2020). During the pandemic, video game traffic increased by a hefty 75% and is poised to grow (Verizon, 2020). Blockchain-based games and digital collectibles are a booming new trend in this industry and have the potential to deliver true digital ownership to 2.6 billion gamers worldwide, allowing trading of gaming assets and the much-needed interoperability. 2020 has seen a 30% increase of crypto players and a significant boom in the trade of NFTs (non-fungible tokens).

GameFi (“game” + “finance”) most commonly refers to blockchain based games that enable players to earn crypto tokens: play-to-earn games. This type of games utilize non-fungible tokens (NFTs) as in-game assets that enable true digital ownership, transferability and tradability of these assets.

The GameFi space has been booming over the past year growing in users, transaction volume and dApps (decentralised applications) numbers. According to DappRadar, there were 544 blockchain games at the end of 2021, a number which is more than double in comparison to 200 games a year before. In the first week of January 2022 alone, the top 10 blockchain games had more than \$841 million in transaction volume, and attracted [more than 2 million](#) unique active cryptocurrency wallets. (Bloomberg, 2022).

At Lympo, GameFi is merged with another big trend of digital assets on blockchain: sports-themed NFTs. The sports memorability industry is part of the collectibles market, which currently has a global value of \$370 billion (Forbes) - and that’s without blockchain. While it is expected that in the upcoming years, most of the collectibles will remain off chain, the NFT market value is predicted to grow to reach \$75 billion by 2025 from about \$18 billion in 2021 according to the investment bank Jefferies. Sports NFTs is one of the most popular NFT categories alongside the play-to-earn NFTs. Lympo’s NFTs operate at the intersection of these two significant categories fueling the growth of the whole NFT market.

Overview of Lympo tokens and platform

Lympo = GameFi + sports NFTs

The core principle of the Lympo ecosystem is the utility of NFTs. Lympo believes that NFT collectible value is short-lived and only appeals to a small niche of the audience. For this reason, Lympo has built and continues on building products where Lympo NFTs can be used and monetised. Here is a short summary of these products:

- Lympo NFT staking: stake NFTs and earn various tokens
- Lympo metaverse collaboration: use Lympo NFTs in the Sandbox metaverse
- Lympo play-to-earn games: use Lympo NFTs to play and earn in games

In addition to NFTs, Lympo operates the main Lympo ecosystem token \$SPORT and the play-to-earn currency \$LMT. These ERC-20 utility tokens allow their holders to interact with Lympo ecosystem products. Main Lympo products run on the Polygon chain thus enabling cheap and fast transactions for product users and token holders. Both LMT and SPORT tokens are bridged to Ethereum and Binance Smart Chain protocols.

Lympo NFTs



Lympo works with the world-famous athletes and sports stars to release licensed NFTs in cooperation with the IP holders themselves. All Lympo NFTs are produced in close collaboration with the athletes including a multi-stage creative production approach whereby the athletes and their representatives are included in every step of the process.

Lympo athletes include the best chess player in the world Magnus Carlsen and Champions Chess Tour; UFC Women's Champion Rose Namajunas; Olympic game medal winners from disciplines ranging from bobsleigh (Francesco Friedrich) to swimmer (Caeleb Dressel), world champions in athletics and martial arts; basketball, football, tennis, rugby, poker, snooker, golf players from all over the world.

Lympo platform NFTs are released in a specific series with NFTs ranging from common to GOAT cards. For example, the standard NFT distribution on the Lympo NFT minting platform Athletes pool is this: 1000 common cards, 500 uncommon cards, 100 rare cards, 25 epic cards, 5 legendary cards and 1 GOAT card.

In addition to the standard Lympo NFTs, Lympo partners with various partners to release special partnership NFTs. These NFTs are marked as special NFTs and have various other functionalities excluding the play-to-earn and/or Lympo NFT staking platform benefits.



Lympo NFT minting platform



Lympo NFT minting platform is a place where Lympo NFTs are minted. The holders of SPORT tokens can stake these tokens to get the pool credits. These credits are later spent to mint NFTs in that particular pool. The credits cannot be transferred to a different wallet or a different pool.

In addition to the credits, Lympo has introduced a **dynamic pricing mechanism** that kicks in as soon as a new series of NFTs are published on the NFT minting platform. Dynamic pricing allows users to get to the most wanted NFTs sooner by paying \$SPORT token or ETH (on Polygon) and possibly other crypto currencies in addition to the credits. Dynamic pricing starts with a certain price that is dropping every pre-defined period of time until the price reaches zero and the NFTs can be minted with the credits only.

Some pools require users to not only stake \$SPORT tokens, but **liquidity pool (LP) tokens of a particular pair**. For example, the Sandbox asset pool brought to the Lympo NFT platform in cooperation with Sandbox requires staking the LP tokens of the SAND/SPORT token pair on Uniswap. In this case, both communities are incentivized to participate to get Lympo Sandbox metaverse NFTs.

Currently, Lympo NFT minting platform has these pools:

- Athletes
- O'lympians
- REVV Motorsport (in cooperation with REVV)
- Sandbox (in cooperation with Sandbox)
- Blockchain Heroes (in cooperation with Blockchain Heroes NFT series)

This is the state of pools on the publishing date of this lightpaper (May 4, 2022). The newest pool additions can be found on the Lympo NFT minting platform: <https://nft.lympo.io>

Lympo NFT staking platform

Once users acquire Lympo NFTs, NFTs can be staked, alongside with the SPORT tokens, in the Lympo NFT staking platform to earn more tokens: various staking pools will include the tokens of Lympo ecosystem, SPORT, LMT and LYM, and various partner tokens.

The screenshot shows a web interface for the Lympo NFT staking platform. At the top, there is a search bar and a toggle for 'Show only staked pools'. Below this is a table with columns for Pool name, Total Staked SPORT, Pool size / Remaining, Reward, and Earned. The table lists several 'Super League' staking pools. The first pool is active, showing 8/15 staked NFTs, a 12.5% reward, and a 25% reward boost. The second pool is not staked, with 0/15 staked NFTs and 0% reward. The third pool is also not staked, with 0/15 staked NFTs and 0% reward. The fourth and fifth pools are collapsed, showing only the pool name, total staked, pool size, and reward.

Pool name	Total Staked SPORT	Pool size / Remaining	Reward	Earned
Super League	80,150,221 \$999,888,999	500,000,000 / 500,000,000 \$999,888,999 / 888,999	2 - 15 %	80,150,221 \$999,888,999
Staked NFT	Staked SPORT SPORT Value	Reward	Reward boost	COLLECT EARNINGS EDIT STAKINGS
8 / 15	80,150,221 \$999,888,999	12,5%	25%	
Super League	80,150,221 \$999,888,999	500,000,000 / 500,000,000 \$999,888,999 / 888,999	2 - 15 %	Not staked
Staked NFT	Staked SPORT SPORT Value	Reward	Reward boost	ENABLE POOL STAKE NFTS
0 / 15	0 \$0	0%	0%	
Super League	80,150,221 \$999,888,999	500,000,000 / 500,000,000 \$999,888,999 / 888,999	2 - 15 %	Pool enabled. Not staked
Staked NFT	Staked SPORT SPORT Value	Reward	Reward boost	COLLECT EARNINGS STAKE NFTS
0 / 15	0 \$0	0%	0%	
Super League	80,150,221 \$999,888,999	500,000,000 \$999,888,999	2 - 15 %	Not staked
Super League	80,150,221 \$999,888,999	500,000,000 \$999,888,999	2 - 15 %	Not staked

Each Lympo NFT digital collectible has a score associated with it based on its rarity. Users can stake up to 15 NFTs + \$SPORT per wallet in a staking pool. Lympo GOAT NFTs have a bonus staking reward depending on the price for which that NFT was sold.

Here are the reward ranges:

1. \$15,000.00 — \$50,000.00—5% Staking Bonus
2. \$50,000.00 — \$100,000.00—10% Staking Bonus
3. \$100,000.00 and more — 50% Staking Bonus

Lympo NFT minting platform plans to operate different staking pools at the same time. Some pools will require a specific kind of collection or card rarity to enter. In this first phase of the platform users are allowed to stake up to 5 high-rarity cards (GOAT, Legendary, Epic) and up to 10 lower-rarity NFTs (Rare, Uncommon, Common). There is a 1% unstaking penalty if the NFTs are removed in the first 72 hours after being staked.

More detailed information on this product can be found [here](#).

Lympo Star tokens

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Star tokens are the tokens of individual sports stars that will allow their holders to influence the stars by voting on various decisions that the stars will take. They will also allow holders to participate in lotteries, questionnaires and polls and win exclusive star prizes.

Lympo star token holders will be able to:

- **Vote on decisions influencing the stars.** For example, appearance at an event or a game, new slogan, training music etc.
- **Vote on social media appearances of the stars.** For example, a special video of a task the star had to accomplish based on the voting results.
- **Receive social media shoutouts by the stars.** For example, a birthday greeting from your favourite basketball players.
- **Get star memorabilia,** for example, a signed poster or picture, a signed T-shirt, a signed training football ball, signed gloves from a match etc.
- **Meet and have an exclusive experience with the star.**

Star tokens will be distributed in 4 different ways:

1. **Staking NFTs of a sports star**

For example, the holders of Tony G NFT cards will be able to stake these cards and to receive Tony G fungible star tokens. When staking rare cards, users will receive more tokens than when staking cards of lower rarity.

2. **Exchanging SPORT tokens to the new star tokens during an initial token offering**

A small portion of new star tokens will be accessible for SPORT token holders who will be able to exchange SPORT tokens to the new star token at a discounted rate. The star tokens will be locked or partially locked for a specific amount of time after the end of the star token offering.

3. **Accessing star tokens via a star token/\$SPORT liquidity pool**

After the end of the initial star token offering, a liquidity pool of that token paired with \$SPORT will be opened on a decentralized exchange. In the future, Lympo will also offer its own exchange solution where all star token/\$SPORT pairs will be traded.

4. **Buying star tokens on the Lympo star token platform after purchasing \$SPORT with a credit card**

More information about the Lympo Star tokens can be found [here](#).

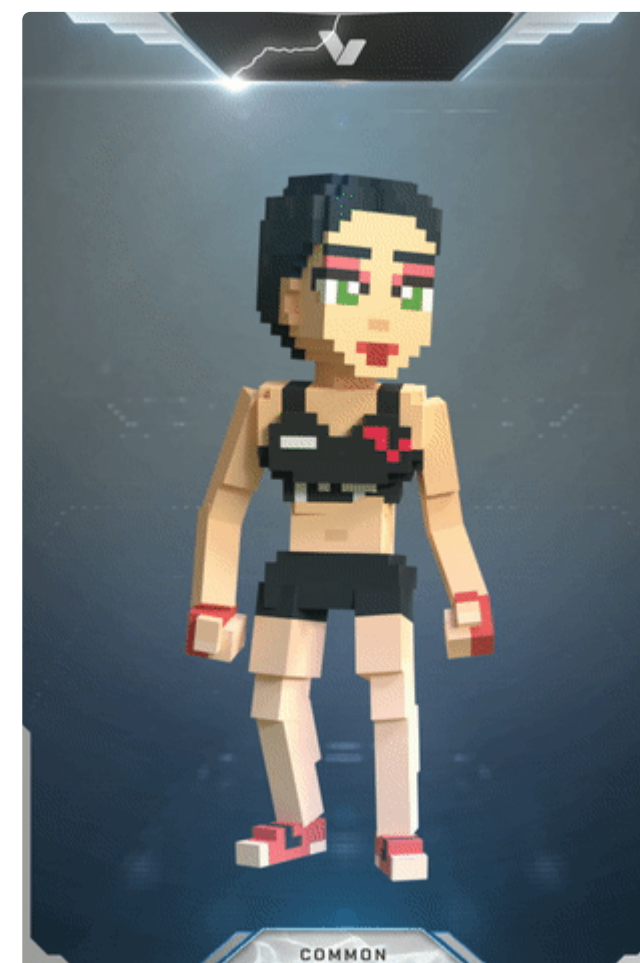
Lympo metaverse integration

Cooperating with the Sandbox metaverse, Lympo has created a range of NFTs that can be utilized as assets in Sandbox. A part of these NFTs are based on the IP rights that Lympo holds and others represent various sports items that users can add to their Sandbox NFT collection or on their Sandbox land. Currently, users can either mint these NFTs on the Lympo NFT minting platform or in the future buy on the secondary market.

Lympo is also about to launch a social hub on Sandbox including a variety of sports related spaces like a stadium, a boxing ring, a basketball court and many more. This social hub will be a place to interact with Lympo athletes, Lympo community and to host special events.



Baskeball court legendary NFT



Common MMA Fightper NFT

Take a look at Lympo's metaverse vision [here](#).

More information on this cooperation [here](#).

Upcoming Lympo games

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One of the key utilities for Lympo NFTs are the upcoming Lympo play-to-earn games. Lympo is updating its game development partnerships on a continuous basis. The general application of NFTs in the games ranges from features like avatars and looks to in-game assets that upgrade a users to win more tokens while playing the game via, for example, special tournament participation, access to more lucrative plays, more and better equipment, more power and similar other functionalities.

Basketball manager game

Lympo Play-To-Earn Basketball Manager Game, announced earlier in 2022, will allow users to create a team, assemble a roster, and compete with other teams in a PvE (Player vs Environment) setting first with PvP (Player vs Player) feature upcoming in the future game versions.

Lympo will release a generative art NFT collection of male and female basketball characters that can be used in the game. The generative NFT characters will come in different rarities with a set of unique attributes that will affect the basketball team's gameplay. Existing Lympo NFTs will be gamers' gateway to success. Each Lympo NFT will provide users with in-game players with an extra boost that will increase the team's overall strength. The game will utilize LMT tokens as in-game play to earn currency.

Other games and partnerships

Lympo has announced a partnership with an Australian award-winning game developer and publisher Blowfish Studios. The goal of this partnership is to create a play-to-earn blockchain game that utilizes Lympo NFTs alongside \$SPORT and \$LMT as in-game assets. Currently, Blowfish has a portfolio of 33 games, including self-developed and published titles. With the most recent addition - Phantom Galaxies game, Blowfish Studios is one of the largest and most powerful developers on the blockchain world.

SPORT token utility

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NFT minting

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The holders of the SPORT tokens can stake them in the Lympo NFT minting platform, earn credits and mint Lympo NFTs in various platform pools.

Lympo is constantly working on **optimising the credit system** in the Lympo NFT minting platform.

The current credit system has been adjusted in order to have a liable rewards policy for Lympo \$SPORT token holders.

After thoughtful consideration, five main different types of cards were implemented in the Lympo NFT ecosystem: Common, Uncommon, Rare, Epic, and Legendary. Each type explicitly represents our client groups based on the amount of \$SPORT they have in our platform. After careful evaluation, we assigned each group an average daily income of the credit, which they will use to mint (purchase) these cards. To calculate the best fitting function that would define the quantity of the contribution relevant to the daily credit income (stake SPORT and receive credits), we have employed a polynomial regression data fit.

We used this polynomial function to interpolate and gradually distribute the credit income within each participant group based on their holdings in \$SPORT. For instance, if you hold 2,500 \$SPORT in your wallet, you will earn 3 credits every day.

NFT type	NFT supply	Pricing, Credit
Common	1000	3
Uncommon	500	35
Rare	100	70
Epic	25	160
Legendary	5	220

Table 1. Type based supply and pricing of NFT's.

NFT type	1 credit per day	5 credits per day	10 credits per day
Common	3	0.6	0.3
Uncommon	35	7	3.5
Rare	70	14	7
Epic	160	32	16
Legendary	220	44	22

Table 2. Individual examples on the number of days one needs to wait in order to mint a single card with specific daily credit income.

Please note that this only applies for the Athletes and O'lympian pools. Other NFT minting pools that were launched as a cooperation between various projects (i.e. Lympo & REVV Racing or Lympo & Sandbox) have a different logic

More information on the latest economics of the NFT minting platform can be found [here](#).

NFT staking



Lympo NFT staking platform allows the holders of Lympo NFTs and SPORT tokens to stake them receive extra token rewards in Lympo ecosystem tokens SPORT, LMT, LYM and other partner tokens.

The amount of SPORT tokens that have to be staked together with Lympo NFTs to earn token rewards depends on the rarity of the NFTs staked. Each Lympo NFT digital collectible has a score associated with it based on its rarity. Users can stake up to 15 NFTs + \$SPORT per wallet in a staking pool.

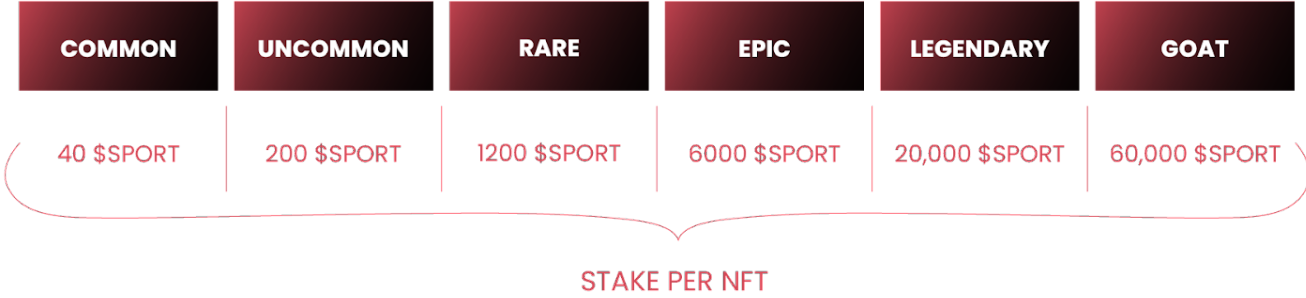
Here is an example scenario to explain the NFT staking mechanism.

\$SPORT STAKED	REWARD %	30 DAY REWARDS (\$SPORT)
2,000	2.00%	40
10,000	5.00%	500
20,000	8.50%	1,700
40,000	10.00%	4,000
60,000	11.50%	6,900
80,000	13.00%	10,400
100,000	14.50%	14,500
120,000	16.00%	19,200
140,000	17.50%	24,500

\$SPORT Rewards Chart

In this example, if a user stakes 10,000 SPORT tokens together with the NFTs, she would earn a 5% reward of the staked amount every 30 days. That means after 30 days, a user would get 500 SPORT as a reward for participating in the Lympo NFT Staking ecosystem, and would end up with 10,500 \$SPORT total.

The amount of SPORT tokens a user can stake is determined by the rarity of staked NFTs. Higher rarity NFTs allow users to stake more \$SPORT.



More detailed information on this product can be found [here](#).

This current system is the first iteration of the NFT staking system applied to its first pool. In the future, the reward percentages might be subject to change for different kinds of NFT staking pools.

Governance



2.5% of the total SPORT token supply is allocated to the treasury governed by the principles of a decentralized autonomous organization (DAO). The funds in the treasury will be constantly growing as Lympo will allocate part of its proceedings from NFT primary sales on its NFT minting platform and NFTs designated to be utilized in the games.

That means that those Lympo supporters who have an access to the treasury governance, will be able to submit or vote on proposals related to the use of funds in the treasury, future games and other features of the Lympo products and ecosystem.

SPORT token together with the O'Lympian NFT are key components to participate in Lympo governance. O'Lympian NFTs are a limited edition of 10,000 generative art NFTs that serve as an entry ticket to a special Lympo members club, the participants of which will get various perks like access to BETA testing of Lympo games, special preferential access to the future Lympo NFTs, access to an exclusive community chat and, most importantly, Lympo treasury governance. More on the NFT drop and detailed list of perks will be communicated in the near future.

In order to participate in the treasury governance proposal submission and voting, users will not only be required to hold the special NFTs, but also to stake a specific amount of the SPORT tokens.

Lympo games

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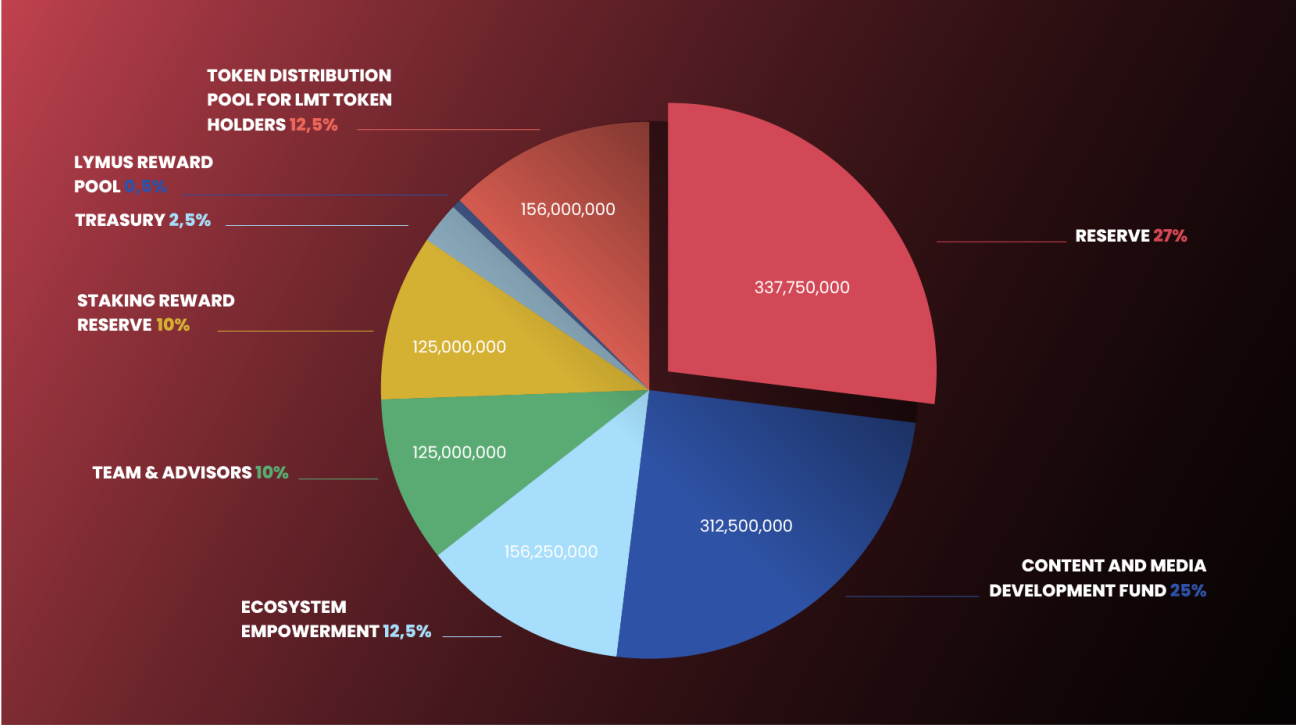
While the main play-to-earn currency for the upcoming Lympo games is LMT, SPORT token will also be utilized in some occasions depending on the game tokenomics of each particular game.

SPORT token might be used as a token to enter special game events or to acquire exclusive game items.

Tokenomics

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RESERVE	337,750,000	27.0%
TOKEN DISTRIBUTION POOL FOR LMT TOKEN HOLDERS	156,000,000	12.5%
TEAM & ADVISORS	125,000,000	10.0%
ECOSYSTEM EMPOWERMENT	156,250,000	12.5%
CONTENT AND MEDIA DEVELOPMENT FUND	312,500,000	25.0%
LYMUS REWARD POOL	6,250,000	0.5%
STAKING REWARD RESERVE	125,000,000	10.0%
TREASURY	31,250,000	2.5%
TOTAL	1,250,000,000	100.0%



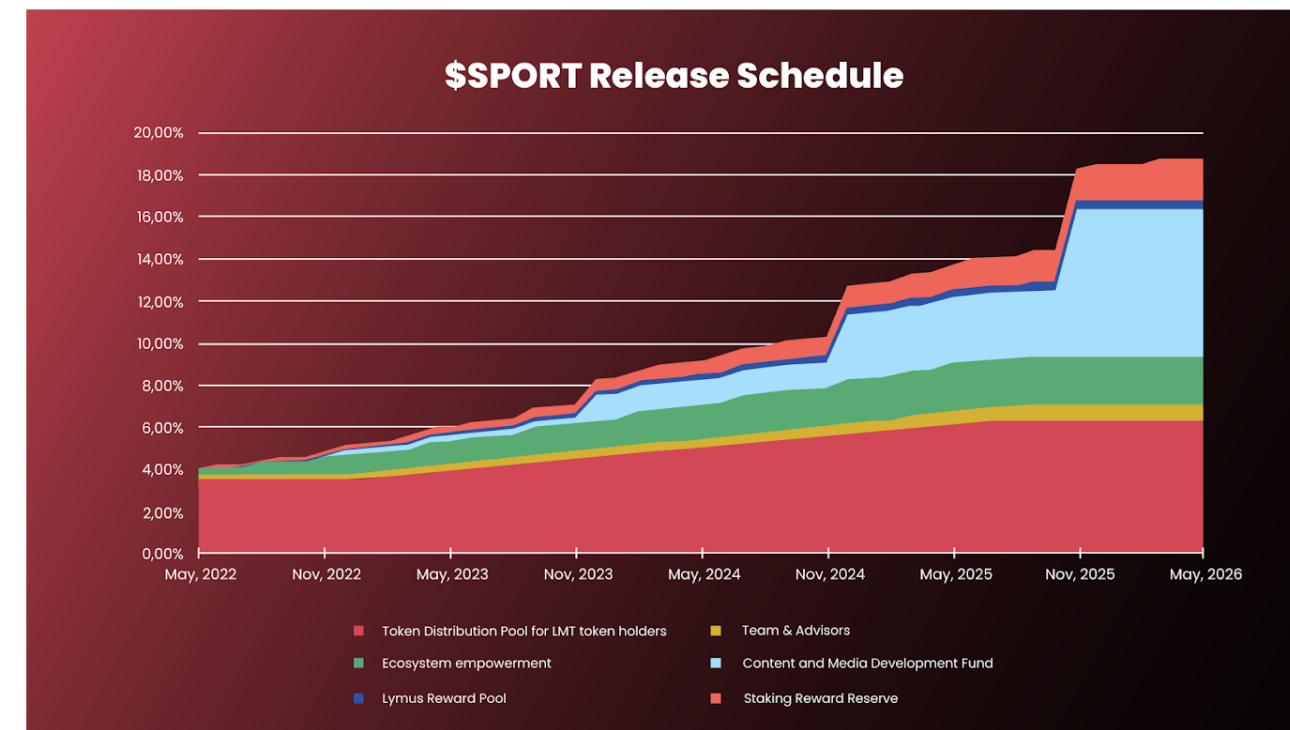
The total \$SPORT token supply is 1,250,000,000 tokens. Predefined amounts of \$SPORT are allocated to the initial liquidity pools, staking reserve, future games, and in-game rewards, content and media development fund, treasury, team and advisors, current LYMUS token holders, and ecosystem empowerment tokens that will be used to attract athletes and clubs. The remaining reserve will provide token allocations to new ecosystem development efforts in the future.

The 12.5% Token distribution pool for the LMT token holders is allocated for those holders who had \$LMT tokens before the hacking incident on January 10, 2022. As communicated before, all holders before the hacking incident will receive 1 SPORT token for 1 LMT token held. All LMT token holders who have bought the tokens after the hacking incident, but before Lympo announced the date of the second snapshot on January 16, 2022, will receive the SPORT token at the ratio 1 \$LMT = 0.5 \$SPORT. The SPORT token for these holders will be distributed over the period of 3 years. More information on this can be found [here](#).

Unclaimed tokens will be transferred to the reserve pool.

Token release schedule

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SPORT token smart contract has been deployed on the Polygon chain and can be found [here](#). The token is bridged to Ethereum and the Binance Smart Chain.

Smart contract

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LMT token smart contract codebase can be found [here](#).

LMT token smart contract has been audited by the independent third party auditor Certik. The results of the smart contract audit can be found [here](#). LMT token smart contract has not been breached during the hacking incident on January 10, 2022.

Earning SPORT token

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SPORT token can be earned by the users of Lympo products by staking Lympo NFTs and tokens in the Lympo NFT staking platform.

In addition to this, various DeFi platforms might offer various other ways to earn the SPORT token in the future.

LMT token utility

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Lympo games

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LMT token will continue to be used in the Lympo ecosystem as an exclusively play-to-earn currency for the upcoming Lympo games. The currency usage modes will highly depend on the internal dynamics of each upcoming Lympo game. LMT tokens might be used to enter the game, to upgrade the gameplay and in-game characters, i.e. NFTs, and similar gameplay boosting activities. A part of these tokens will be gathered in the LMT token economy.

Tokenomics



At the time of the release of this lightpaper (April 2022) the LMT token circulation is this:

RESERVE	1,094,000,000	87.5%
CIRCULATING	156,000,000	12.5%
TOTAL	1,250,000,000	100.0%

LMT token does not have any other allocation pools than one reserve pool which will be distributed between various play-to-earn games that Lympo is developing. A standard token allocation for a game will always be dynamic and could increase or decrease over the time depending on various game usability and growth dynamics. Typically, a specific game allocation will include some tokens for the game developers and other important contributors to the success of the game, possibly a partnership pool, a marketing pool and a players' reward pool.

Other than that, Lympo will use some of the LMT tokens for liquidity provision.

Smart contract

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Lympo SPORT token smart contract has been audited by two independent trustworthy third party audit companies: Fairyproof and Trustlook. The audits can be found here: [Fairyproof](#), [Trustlook](#).

Both auditors confirmed that the smart contract is secure and there are no security concerns regarding the code.

LYM token utility

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Initially released in 2018, the LYM token aimed to power a health data marketplace, rewarding users for gathering their health data from various data sources like apps and allowing data buyers to directly access and reward users for their collected data. In March 2021, Lympo pivoted to become a GameFi company specializing in sports-themed NFTs by acquiring the IP rights of famous sports stars and releasing NFT-driven products. LYM token holders were offered to exchange their LYM tokens for a new utility token LMT which was meant to give access to various new Lympo products. The utility of the LYM token has therefore ceased to exist in its original form.

LYM token metrics



Lympo token was released in early 2018. All LYM token holders were offered to exchange their LYM tokens to the LMT tokens at the LMT token offering in March 2021. LYM token is listed on the following centralized exchanges, Huobi, Gate.io, Bitfinex and Kucoin, as well as on some decentralized exchanges. More metrics can be found [here](#).

Lympo community



Lympo community channels:

- [Telegram](#)
- [Discord](#)

Lympo social media channels:

- [Faceook](#)
- [Twitter](#)
- [LinkedIn](#)
- [Medium](#)
- [Reddit](#)

Animoca Brands

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Lympo is a subsidiary of Animoca Brands. Animoca Brands, a [Deloitte Tech Fast](#) winner and ranked in the Financial Times list of [High Growth Companies Asia-Pacific 2021](#), is a leader in digital entertainment, blockchain, and gamification that is working to advance digital property rights. It develops and publishes a broad portfolio of products including the [REVV token](#) and [SAND token](#); original games including The Sandbox, Crazy Kings, and Crazy Defense Heroes; and products utilizing popular intellectual properties including Disney, WWE, Snoop Dogg, The Walking Dead, Power Rangers, MotoGP™, and Formula E. The company has multiple subsidiaries, including [The Sandbox](#), [Blowfish Studios](#), [Quidd](#), [GAMEE](#), [nWay](#), [Pixowl](#), [Bondly](#), [Lympo](#), [Grease Monkey Games](#), and [Eden Games](#). Animoca Brands has a growing portfolio of more than 170 investments in NFT-related companies and decentralized projects that are contributing to building the open metaverse, including Axie Infinity, OpenSea, Dapper Labs (NBA Top Shot), Yield Guild Games, Harmony, Alien Worlds, Star Atlas, and others. For more information visit www.animocabrands.com or follow on [Twitter](#) or [Facebook](#).

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