

BETA RELEASE NOTICE

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This whitepaper describes a possible future product architecture. It is not a statement that every feature is live, and it is not an offer, guarantee, or financial promise.

WHAT THE CURRENT POINTS BETA ACTUALLY DOES

- Free browser game with no stakes, deposits, wallets, or cash prizes.
- One UP or DOWN prediction per round; correct calls earn leaderboard points.
- Server-side BTC/USDT pricing from Binance and off-chain PostgreSQL settlement.
- Profile fields: login, email, and optional Telegram username.
- The public leaderboard contains only logins and points.

FUTURE-CONCEPT ITEMS

References in the following pages to Chainlink, commit-reveal, on-chain settlement, tokens, paid entry, prizes, item markets, or wallet flows are roadmap concepts. They are not implemented or available in the current beta.

For the current rules and data practices, use the Terms and Privacy pages published with the live XTAP site. Those release-specific pages take precedence over this concept document.



PRODUCT, TRUST AND TOKEN DESIGN

WHITEPAPER

A multiplayer Bitcoin prediction-race ecosystem built around verifiable rounds, transparent settlement, and utility-led token design.

VERSION 2.1 | 29 JULY 2026

xtap.games

Whitepaper overview

XTAP combines a multiplayer Bitcoin prediction-race experience, reproducible price-based settlement, and a utility-led token model. The sections below describe the product experience, round logic, technical architecture, token design, launch stages, governance, security, and market controls.

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1. Executive summary

XTAP is a multiplayer prediction-race experience. Players choose whether Bitcoin's reference price will move UP or DOWN during a defined round. A correct choice accelerates the player's character; the race presentation turns a binary market prediction into a fast, social competition. The XTAP website presents a play-for-free five-second race using public Binance market data, without accounts, wallets, deposits, stakes, prizes, or settlement.

CORE THESIS A simple two-choice interaction can be compelling only if every consequential round is reproducible: the choice deadline, price source, timestamps, outage rules, calculation, fee, payout, and dispute path must be visible and testable.

The product combines three systems that must not be confused. The experience layer delivers races, characters, matchmaking, and social competition. The trust layer commits and locks player choices, captures market evidence, applies published settlement rules, and records a verifiable result. The market-access layer decides whether a user, transaction, or game mode may be offered in a specific jurisdiction.

What makes XTAP distinctive

- **Prediction becomes movement.** Market direction is translated into visible race progress instead of a static betting slip.
- **Short rounds create legible outcomes.** A round has a declared lock time, start reference, end reference, and settlement state.
- **Multiplayer adds strategic tension.** The product supports 1v1 duels and four-player races under the published game rules and local classification.
- **Trust is a product surface.** Round evidence and exceptions are designed to be inspectable, not hidden behind a generic 'fair' badge.

Non-negotiable separation

A token-sale approval does not authorise real-money play. A game licence in one country does not authorise a token offer, marketing campaign, or game in another. XTAP therefore uses two independent release decisions: Gate A for token and crypto marketing; Gate B for any value-based prediction game.

2. The product thesis

The user problem

Crypto market interfaces are often dense, solitary, and dominated by charts, order types, and leverage language. Many game-like experiences move in the opposite direction: they are easy to enter but obscure how a result was formed. XTAP explores a middle path - an immediately understandable UP/DOWN choice presented as a race, with evidence strong enough to reconstruct each result.

The product promise

XTAP aims to make short-horizon prediction play more social, visual, and auditable. The experience is designed as entertainment: simple enough to enter quickly, structured enough to reproduce the outcome, and flexible enough to support appropriate controls in any authorised value-based mode.

Experience goal	Design response	Evidence needed
Instant comprehension	One declared market, one round window, two choices: UP or DOWN.	Published round clock and reference instrument.
Social tension	1v1 duels and four-player races with visible lock and finish states.	Match record and participant commitments.
Fair result	Deterministic settlement from timestamped reference prices.	Signed price observations, rule version, and settlement trace.
Safe availability	Default-deny market access and limits appropriate to the jurisdiction.	Legal memo, licence/registration, control tests, and geo matrix.

Public experience boundary

- The public experience is play-for-free and uses no transferable value.
- Displayed project statistics clearly distinguish simulated and live data.
- The website does not connect a wallet or request identity or payment information.
- Binance, PinkSale, BscScan, wallets, and social platforms are independent third parties.

3. The game loop

The game loop is a deterministic round with a visible timeline. Product animation may be expressive, but it must never alter the economic result. The race visualises the outcome; it does not secretly determine it.

1. **Eligibility.** The system confirms that the game mode is permitted for the user and that required age, identity, jurisdiction, limit, sanctions, and self-exclusion checks have passed.
2. **Match.** A player selects an available 1v1 or four-player room, the declared stake or no-value mode, the reference market, the round duration, and the applicable rules version.
3. **Commit.** The player chooses UP or DOWN. A cryptographic commitment records the choice and nonce without allowing a late edit or early disclosure.
4. **Lock.** At the published cutoff, the round manifest is sealed. It identifies participants, commitments, rule version, price source policy, and timestamps.
5. **Observe.** The system captures qualified start and end price observations. It rejects stale, missing, out-of-window, or policy-breaking data.
6. **Settle.** The rules engine determines UP, DOWN, DRAW, CANCELLED, or DISPUTED. It calculates any authorised fee and payout or returns value under the refund policy.
7. **Verify.** A signed result package is available to the player and audit systems. It includes the evidence needed to reproduce the outcome.

RULE PRINCIPLE If the reference data is stale, contradictory, unavailable, or outside the declared time window, the default result should be CANCELLED and value returned. A platform must not improvise a favourable substitute after seeing the outcome.

Illustrative settlement model

For a pool with more than one correct player, XTAP uses the transparent pro-rata settlement rule below. All economic parameters are published before a player commits:

$$\begin{aligned} \text{gross pool} &= \text{sum}(\text{stakes}) \\ \text{fee} &= \text{declared_rate} \times \text{gross pool} \\ \text{player payout} &= (\text{gross pool} - \text{fee}) \times \text{player_stake} / \text{sum}(\text{winning_stakes}) \end{aligned}$$

Published parameters cover permitted currencies or tokens, minimum and maximum stake, fee rate and cap, tie handling, refund timing, rounding, network costs, withdrawal rules, custody, dispute periods, and abandoned or incomplete rounds.

4. Verifiable round protocol

A verifiable protocol makes the settlement input and transformation explicit. Publishing only a contract address or audit badge is insufficient: users must be able to connect a specific round to the rule version and market observations that produced its result.

Round evidence package

- **Round identity.** Unique ID, game mode, participant count, created time, lock time, start time, end time, and final state.
- **Player commitments.** Wallet or account pseudonym, choice commitment hash, nonce reveal, and acceptance timestamp.
- **Rule identity.** Human-readable rules version plus a machine-readable rules hash.
- **Market observations.** Instrument, venue/provider, event time, receive time, sequence or trade ID where available, raw value, and qualification status.
- **Settlement trace.** Derived start price, end price, direction, exception path, gross pool, fee, payout/refund, transaction reference, and signer.

Reference-price policy

XTAP uses BTCUSDT as the reference instrument with a primary public market-data stream and a REST resilience path. The reference-price policy specifies the venue, sampling method, timestamp semantics, freshness limit, spread and anomaly tests, outage behaviour, and independent fallback. It also defines the deterministic calculation used to produce the reference price.

REFERENCE POLICY Use a short, pre-declared observation window and a deterministic aggregate, record both event and receive timestamps, enforce a maximum age, and cancel rather than switch providers after the outcome is knowable. Any provider change creates a new rules version.

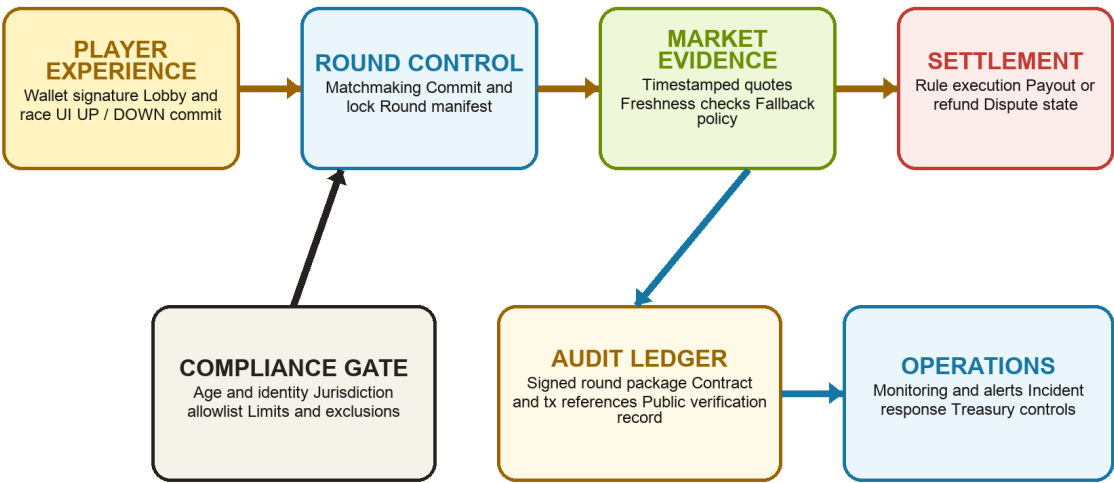
Commit-reveal protection

Before lock, each choice can be represented as $H(\text{round_id} \mid \text{player_id} \mid \text{direction} \mid \text{nonce})$. The reveal proves the committed direction after the round is locked. This reduces the risk that a player, administrator, or compromised service changes a choice after observing market movement. Commit-reveal does not solve price-source manipulation, collusion, access control, or custody; those require separate controls.

5. Technical architecture

XTAP trust architecture

A verifiable round is a chain of signed evidence, not a single fairness claim.



XTAP trust architecture; component responsibilities are described in Section 5.

Figure 1. Evidence flow for a value-based XTAP round.

Component responsibilities

Component	Responsibility	Failure stance
Client	Displays rules, clock, price status, choice, limits, and signed receipts.	No silent retry that changes a commitment or settlement input.
Round service	Creates manifests, accepts commitments, locks rounds, and maintains state.	Default to no new commitments if time or state is uncertain.
Market-data service	Captures and qualifies observations under a versioned policy.	Mark invalid and cancel; do not choose a convenient price.
Settlement engine	Executes the published rule and produces an auditable calculation.	Idempotent settlement; duplicate execution cannot duplicate payout.
Value layer	Holds or routes authorised stakes, fees, payouts, and refunds.	Least privilege, multisig administration, pause and reconciliation.
Compliance service	Applies market, age, identity, sanctions, limit, and exclusion decisions.	Default deny when evidence is absent, expired, or contradictory.
Audit ledger	Stores signed round packages and optional on-chain anchors.	Append-only records with versioned correction and dispute states.

XTAP uses a hybrid evidence architecture: compact on-chain anchors complement signed off-chain evidence. This structure preserves public verification while supporting low-latency execution, exception handling, reconciliation, access controls, and independent oversight.

6. The role of \$XTAP

\$XTAP is the ecosystem token for selected game access, limited-edition items, community participation, and platform fee functions. Each utility is defined by a clear user or ecosystem role and is enabled only in product modes and markets where that function is available.

Utility design principles

- **Utility comes first.** Each token role should provide understandable access or functionality rather than depend on expected price movement.
- **Gameplay must remain legible.** Users should see the unit of account, fee, stake, payout, and volatility exposure before committing.
- **No hidden pay-to-win effect.** Token utility should not obscure odds, override limits, or create an unfair settlement advantage.
- **Market access comes first.** Token availability, game access, and item trading may differ by jurisdiction and must default to unavailable until approved.
- **Governance claims require substance.** Voting should not be advertised unless the scope, quorum, delegation, conflicts, and binding effect are defined.

Utility domains

Domain	Utility role	Design controls
Game access	Entry to selected no-value or authorised value-based modes.	Optionality, fee treatment, eligibility, and geographic availability.
Cosmetics	Purchase or mint of skins and limited-edition visual items.	Supply, transferability, royalties, IP, custody, and refund rights.
Community	Eligibility for community votes and access to selected events.	Voting scope, anti-sybil rules, quorum, and binding effect.
Fees	Settlement or marketplace fee payment.	Rate, discount, routing, treasury policy, and tax treatment.

7. Token design and economic controls

XTAP token allocation

Token allocation model: 60% presale and 40% liquidity pool.



Supply, launch, contract, and market-access parameters are documented in the release controls below.

Figure 2. XTAP token allocation model.

The allocation model assigns 60% to the presale and 40% to the liquidity pool. The operating-liquidity breakdown allocates 70% to the pool, 26% to marketing and listings, and 4% to platform fees. Supply, wallet, vesting, and treasury records connect these percentages to the on-chain release structure.

Token release controls

Control area	Publication standard	Operating safeguard
Issuer and operator	Legal identity, registration, address, management, contacts, and applicable approvals.	Separation of issuer, operator, treasury, and game-control responsibilities.
Network and contract	Network, verified source, contract address, permissions, deployment record, and audit scope.	Least-privilege administration, role map, pause policy, monitoring, and change control.
Supply and allocation	Total supply, wallet map, allocation schedule, mint/burn policy, vesting, and liquidity lock.	Cap enforcement, labelled wallets, unlock monitoring, and reconciled balances.
Offer economics	Price, currency, caps, purchase range, fees, refunds, and applicable withdrawal rights.	Signed offer terms, official purchase route, transaction receipts, and exception handling.

Control area	Publication standard	Operating safeguard
Rights and utility	Functional rights, exclusions, transfer restrictions, fee treatment, and governance scope.	Versioned specifications and approval for every material utility change.
Treasury	Multisig signers and threshold, spending policy, conflicts, and reporting cadence.	Segregated funds, reconciliation, approval limits, recovery, and emergency controls.
Market access	Permitted markets, promotion route, user restrictions, and approved languages.	Default-deny geo controls and consistent enforcement across site, sale, game, and support.

Treasury and fee principles

- Treasury wallets and authorised contracts should be public and labelled before use.
- Administrative actions should require multisignature approval and, where practical, time delay.
- Sale proceeds, liquidity, platform fees, operating funds, and player funds should be segregated and reconciled.
- Any liquidity lock must identify provider, amount, asset pair, duration, owner, and independently verifiable transaction.
- Marketing and listing budgets should be reported as budgets, not as guarantees of exchange acceptance or market liquidity.

8. Security, compliance, and player protection

Security baseline

- **No secret recovery requests.** XTAP systems and support must never request seed phrases, private keys, or remote wallet access.
- **Least privilege.** Separate deployment, treasury, settlement, compliance, and support roles; review access and remove stale credentials.
- **Verified releases.** Publish contract source, bytecode match, audit scope, known limitations, deployed addresses, and release hashes.
- **Controlled exceptions.** Pauses, refunds, corrections, and dispute transitions must be authorised, logged, and reconciled.
- **Operational evidence.** Monitor provider health, stale data, duplicate settlement, wallet movements, access changes, and unusual play patterns.

Market access and identity

A language selector is not a licence and an age label is not age assurance. Before any value-based function, the operator must define an approved territory matrix and enforce it across website copy, advertising, registration, deposits, play, payouts, and support. Required checks may include age, identity, location, sanctions, source of funds, affordability or financial-risk indicators, and anti-money-laundering controls depending on the market and product classification.

Player-protection controls

- Deposit, stake, loss, and time limits with safer treatment of increases.
- Reality checks and accessible history of stakes, fees, wins, losses, refunds, and time spent.
- Cooling-off, time-out, and self-exclusion with defined balance and reactivation handling.
- No designs that chase losses, disguise net position, or imply that play is income or investment.
- Trained support, complaint and dispute routes, and market-specific independent help resources.
- Testing before launch and after any change that can affect fairness, settlement, or player protection.

OPERATIONAL REQUIREMENT A responsible-gaming page is not an operational control. A jurisdiction may require a licensed operator, approved product, tested software, specific technical standards, and regulator-facing evidence before real-money play can be offered.

9. Roadmap and launch gates

The roadmap is organised around evidence-based stages. Each stage has a defined product scope and a release gate covering technical assurance, security, market access, operations, and supporting evidence.

Stage	Product scope	Exit evidence
0 - Foundation	Website, community updates, and play-for-free experience; no sale, wallet, stakes, or prizes.	Accurate status copy, named publisher/controller, privacy review, secure hosting, approved channel register.
1 - Verified rounds	Closed no-value rounds, signed manifests, deterministic settlement, replay tools.	Rules v1, price policy, test vectors, incident paths, security review, accessibility and load tests.
2 - Controlled access	Approved users; no transferable value unless separately authorised.	Identity/geo controls, limits, support and dispute operations, independent fairness/security testing.

Stage	Product scope	Exit evidence
3A - Token launch	Offer or distribution in approved, named markets only.	Gate A evidence: issuer, classification, offer document, marketing approval, contract audit, treasury and market matrix.
3B - Value-game launch	Stakes, pools, payouts, or value-transferable items in approved, named markets only.	Gate B evidence: operator and licence, approved rules, tested controls, AML/player-protection operations, geo matrix.
4 - Limited launch	Small approved audience, capped exposure, heightened monitoring.	Reconciliation, complaint and incident metrics, control assurance, go/no-go review for each market.
5 - Scale	Additional modes, items, providers, or countries.	Separate legal and technical change approval; no automatic passport from one market or feature to another.

Gate A - token and crypto marketing

Applies before any sale date, price, contract address, token claim, airdrop, PinkSale link, whitelist, paid crypto campaign, affiliate promotion, or token reward. It requires a named offeror/issuer, classification, compliant offer and marketing documents, approved territories and languages, risk statements, contract and treasury evidence, and a recorded publication approval.

Gate B - value-based prediction game

Applies independently before accounts, deposits, stakes, entry fees, prize pools, cash-equivalents, token wagers, settlement, withdrawals, or transferable-value items. It requires product classification, operator/licence decisions, complete rules, market access controls, player-fund treatment, identity/AML measures, limits and self-exclusion, technical testing, dispute operations, and regulator-required evidence.

10. Transparency and governance

Transparency is a release process, not a badge collection. Every public claim should have a named owner, evidence link, version, approval, effective date, and expiry or review date. Each claim should display its approval status and direct evidence route.

Public trust register

Record	What should be public	Update trigger
Official channels	Website, social handles, support and legal contacts.	Any handle, domain, or contact change.

Record	What should be public	Update trigger
Contracts	Network, address, source verification, admin roles, deployment tx.	Deployment, upgrade, ownership, pause, or role change.
Assurance	Auditor/test house, scope, version, date, findings, limitations, remediation.	New release or material control change.
Token terms	Supply, allocation, vesting, restrictions, rights, fees, treasury.	Any material mistake, new factor, or approved modification.
Game rules	Price policy, timing, outcomes, fee, payout, refunds, interruption, disputes.	Any fairness-affecting change.
Market access	Permitted markets and material exclusions.	Legal, licence, provider, or product change.
Incidents	Material customer-impacting errors and remediation, subject to security/privacy constraints.	Confirmed material incident or incorrect settlement.

Change control

- Assign a unique version and immutable hash to each approved whitepaper, legal notice, game-rule set, contract release, and marketing pack.
- Record the exact website and campaign version shown to each permitted market.
- Require independent review for changes affecting price inputs, fairness, settlement, fees, custody, token rights, limits, or geographic availability.
- Publish corrections with effective dates; never silently overwrite a material term during an active offer or live game.
- Keep a machine-readable status endpoint so clients cannot display an active sale or game when approval evidence is missing or expired.

11. Release and disclosure requirements

The release package brings the following legal, product, security, and treasury records together for publication, operational approval, and market-specific review.

- Legal issuer, offeror, game operator, data controller, registered addresses, company numbers, and responsible contacts.
- Applicable law, competent regulators, licences/registrations, complaint bodies, and dispute forum for each market.
- Final token classification, network, contract, supply, allocation, price, caps, vesting, lock, rights, restrictions, and holder fees.
- Final game classification, eligible markets, age rules, identity/AML controls, stake limits, fee, payout, custody, refund, withdrawal, and dispute rules.

- Exact reference market, provider agreement, sampling and timestamp method, outage and fallback policy, and test vectors.
- Audit/test providers, scopes, reports, open findings, remediation, contract verification, and administrative-key architecture.
- Treasury and player-fund bank/wallet structure, signers, approval thresholds, reconciliation, reporting, and recovery process.
- Privacy roles, processors, data map, retention, international-transfer safeguards, rights channels, and incident contacts.
- Approved language and geographic matrix for the site, whitepaper, offer, game, ads, affiliates, support, and responsible-gaming resources.
- Evidence owner, approval ID, effective date, change log, and publication hash for every material public claim.

12. References

Project-specific facts in this paper were derived from the XTAP public site and the reviewed release materials dated 25-26 July 2026. External sources are used only to frame technical and regulatory design considerations; they do not certify XTAP.

[1. XTAP Game - official project website](#)

Product description, roadmap, tokenomics graphics, and official channels.

[2. Binance Developer Documentation - Spot REST API](#)

Public market-data API characteristics and timestamp conventions.

[3. BNB Chain Documentation](#)

Primary documentation for BNB Smart Chain and its ecosystem.

[4. Regulation \(EU\) 2023/1114 \(MiCA\), EUR-Lex](#)

European Union rules on crypto-asset white papers and marketing communications, subject to scope and legal analysis.

[5. UK Gambling Commission - Remote Gambling and Software Technical Standards](#)

Technical and testing framework for licensed remote gambling in Great Britain.

[6. UK Gambling Commission - RTS 5 Result Determination](#)

Published-rule alignment, testing, monitoring, and correction of settlement errors.

Glossary

Term	Definition
Commit-reveal	A method that records a hidden choice first and proves it later, reducing the ability to change or copy the choice after lock.
Gate A	XTAP release decision for any token offer, distribution, crypto marketing, contract address, or sale link.
Gate B	Independent XTAP release decision for any account, deposit, stake, prize pool, payout, or transferable-value game feature.
Manifest	A versioned machine-readable description of a round, its rules, participants, timing, and evidence policy.
Reference price	The price calculated under a published policy from qualified market observations; not necessarily the last displayed trade.
Settlement trace	The inputs, rule version, calculation, exceptions, and transaction references used to produce a round result.

Appendix A. Risk factors, reliance, and liability

SCOPE AND RELIANCE XTAP does not promise token appreciation, launch, exchange admission, liquidity, winnings, or any particular outcome. A token can lose all value, and a value-based game can result in loss of the full stake. Readers should rely only on final, market-specific terms published through verified XTAP channels.

Risk	How it can materialise	Control direction
Legal classification	Token, marketing, game, or reward model is restricted, licensed, or prohibited.	Country-by-country analysis, default deny, independent Gate A and Gate B.
Total loss and volatility	Token price collapses; a short round loses the full stake.	Balanced disclosure, no income claims, limits, and financial-risk controls where required.
Liquidity	No buyer, venue, pool, or transferable market exists.	Publish lock, depth, concentration, restrictions, and approved market scope.
Market data	Delay, outage, timestamp error, manipulation, or provider dispute changes a result.	Versioned policy, freshness/anomaly checks, signed evidence, deterministic cancellation.
Smart contract	Bug, exploit, unsafe admin key, upgrade, or unexpected token behaviour.	Minimal contracts, tests, audit, verified source, multisig/time delay, monitoring and pause.
Custody and treasury	Keys are lost or compromised; player, liquidity, or operating funds are mixed.	Segregation, least privilege, multisig, reconciliation, recovery and incident plan.
Gameplay harm	Compulsion, chasing losses, or distorted understanding of net position.	Limits, history, breaks, exclusion, trained support, safer design and monitoring.
Project execution	Funding, providers, licences, development, or partnerships fail.	Gated roadmap, evidence register, and staged commitments.
Third parties	Binance, PinkSale, wallet, chain, exchange, hosting, or social platform changes or fails.	Vendor review, fallback and exit plans, clear independence statements.
Cyber and fraud	Phishing, impersonation, fake token, fake sale page, account takeover, or data breach.	Official channel registry, domain monitoring, signed releases, user education, incident response.

Reliance and responsibility

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