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**HEPTAGON**  
360° EXTENDED REALITY



# HEPTAGON

## M E T A V E R S E

Version 0.0.1.2 , September 2022

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# HEPTAGON METAVERSE IDEA

- Now as sports on our world that almost being one of the most important entertainment objects and of this object To Moving it to Metaverse by butting will give a new contribution to the sports economy, and people from this economy make new earnings and they will get gains. Stadiums, which serve a limited number of people in its current state, will offer venue opportunities for investors and entrepreneurs to emerge in this area while turning into an area that can serve an infinite number of people in Heptagon
- On Created HEPTAGON Universe our sports lovers they can produce their own NFTS at the NFT market and market these NFTS on their own NFT Platforms that they have created...
- According to statistics, 3 out of every 10 people do regular sports while 7 out of every 10 people follow sports activities regularly. In this sense, the Sports world's move to Metaverse area will ensure that sports lovers reach many more services and a new economic field of activity for humans.
- For this, the HEPTAGON METAVERSE area can participate in sports fans of all ages and all over the world, follow sports activities, perform Virtual Sports meetings, and also. With the 3D Live Broadcast experience, we create an environment where it can watch encounters like they're in the stadium's even when they're enjoying it from there homes.
- The basis we recommend for this whole ecosystem process unit is our HEPTA TOKEN. The HEPTA users who are limited to 360 million units and are produced with constant supply in Virtual Store exchanges,
- With in NFT production and sales, it will be the only basic unit that our users can use their Tokens for Virtual Competitions in individual or team sports...and other entertainment products that our Heptagon platform will be offering to their users.



# THE DEVELOPMENT PLAN OF THE HEPTAGON METaverse

-Creation of the METaverse  
Algorithm.  
-Creation of the HEPTAGON  
METaverse WEBSITE that will include,  
the creation of our Hepta Tokens ICO  
site.

**2020-2022**

2022-2023 also will include the Finishing of Hepta  
Token Sales process and will get completed with  
the realization of it self. Apart of that lets not  
forget the creation of the New version of  
HEPTAGON

**2022-2023**

2023 will include the HEPTAGON METaverse  
NFT production an the launch of the NFT Market,  
with Heptagon METaverse 3D live

**2023**

# How Heptagon Idea emerged?

Now in our lives mostly asked question is when some of habits took a start and being actioned in life often remains unknown maybe empty or even void.

We can say that maybe the first two of them are Sports and Music passion. We all somehow are part of the Sports World. Sometimes as a sporting individual, but mostly sports in every way there is in our life. We are sports enthusiasts who take their place as a tracker.

Heptagon Metaverse is the product of the team that has long been researching and studying for this, looking for ways to combine Blockchain technology and Sport with passion. To accomplish this, we are moving the sports world to Metaverse with Heptagon Metaverse. In the Sports World when transferring to Metaverse, all transactions in it had to be taken place in Blockchain with transparency and a new ecosystem that would be created in Heptagon to users so all to be done in trust.

So we open a new universe for sports lovers and create a new opportunity space for our future investors who believe in us.

In the World seven out of every 10 people are engaging in sports or following them, our goal is to bring all sports lovers together in this new world.

In the text you will be reading below it will find a piece of Heptagon and all sports lovers and investors themselves....

"The story of all of us"

2018

## CORE TEAM GATHERING

The aggregation of the core team, who are passionate about sports and blockchain, coincides with 2018. Amateur football matches that continue on the one hand, and one of the most known Blockchain Technology products, conversancy with Cryptocurrencies... In Play Station games, the idea of getting into the game and METaverse....

2019

## BLACK MIRROR EFFECT

The development of the idea of carrying the Sports World to a Virtual world with our teammates, who are fans of the Black Mirror series, and the emergence of the name HEPTAGON...

2020

## MEET WITH 360 DEGREE CAMERAS

The beginning of new excitement in the days when we are closed to our homes as in the whole world during the pandemic period. The beginning of our adventures by recording the amateur matches played by the team first, and then played by other teams, with 360° cameras, together with our newest friends who joined the team.

2021

## THE PROCESS OF CONSTRUCTING THE HEPTAGON MAIN COMPONENTS

After more than 3 years of incubation and action, HEPTAGON was constructed as a Metaverse and the first WhitePaper drafts emerged. After this process, the first website trials of the team's software developers and the introduction of our first 360° match recordings to our environment.

2022

## ESTABLISHMENT OF HEPTAGON COMPANY 01

The concrete emergence of the HEPTAGON company as a result of all plans and fictions, trademark patent application...

## HEPTAGON WEBSITE 02

Moving the Heptagon Website to its current server...

## THE BIRTH OF HEPTA TOKEN 03

Creation of Hepta Token Contract. Writing the Hepta Token Distribution Contract and starting the Hepta Token ICO process

# OUR MISSION

- The major mission of Heptagon Metaverse is to create a world where all sports fans in the world can watch live broadcasts in the Metaverse environment, shop from Sports Stores, mint and trade NFTs, participate in individual or team sports with their Avatars, and do sports in the Metaverse area under one roof. However, as Heptagon, we believe that the most important feature of Metaverse should be a universe that benefits users with an economy that revolves around a decentralized structure. For this reason, we create brand new opportunities for investors by reinterpreting the economic structure of the Sports World in the metaverse area. In a word, we are building a new universe for the Sports Economy by bringing the World of Sports to the Metaverse Field with Blockchain technologies' products.
- Nearly all people in the world somehow come together under the universal language of sports. People are not only beings that do sports but are also the fundamental factor that creates an economy larger than the national income of more than half of the world's countries, with a total size of more than 600 billion dollars, both as spectators and through purchasing products. We foresee that with the interpretation of this economy, which exceeds roughly 600 billion dollars, in the Metaverse area, a much larger industry will be formed and people can benefit from this industry in a much broader sense.

# BLOCKCHAIN

Although Blockchain Technologies is mostly known worldwide for Cryptocurrencies, this represents only one side of the medallion for Blockchain. The main point to be understood is Blockchain is a -a type of database- where all data transfers can be recorded without the need for 3rd parties, which opens the doors of decentralized finance to us. With Blockchain, Smart Contracts, Tokenization, and many applications that do not need 3rd parties are now a part of our lives. We firmly believe that shortly people will make a distinction between "before and after blockchain" when referring to the past. Blockchain has eliminated the "Trust Problem" of the data with the principle of "trustless".



Summary: Let's not forget that Blockchain is not just about Cryptocurrencies known by most people, but a more important role is its great contribution to Smart Contracts and Tokenization processes.

# METaverse

Basically, Metaverse is to bring the existing physical universe to the virtual environment in some respects, providing people to interact in this virtual environment in a real-world-like space.

People can play games on the Metaverse, keep track of their work at home, or participate in various activities with their friends.

People can now shop in augmented reality in the metaverse, visit tourist attractions, participate in 3D games, meet friends, hold business meetings or just spend time in this virtual environment.

In a sense, the Metaverse is the projection of the real and limited world as an unlimited space in a Virtual environment.

# HEPTAGON METAVERSE SUMMARY

‘HEPTAGON METAVERSE WHICH IS FOCUSED TO TRANSFER AND TRANSFORM THE WORLD OF SPORTS INTO THE FIRST SPORTS METAVERSE”

Heptagon Metaverse mentioned above is focused to transport the world of sports to Metaverse Area

And is a structure built in Metaverse, which is built by scaling the current Reel World Stadium and Arenas with the current location. In this structure, Live broadcasts will meet users in Virtual Stadiums in 3D and users will find the opportunity to watch sports events like they were at the Stadiums while they are at their own homes.

Heptagon Metaverse refers to an ecosystem that uses Blockchain technologies products and data systems.

In this ecosystem, users will be able to produce NFTs and also sell these NFTs in the NFT markets they have created... In this universe, where each user will join their own Avatars, users will be able to play individual or team sports with XR glasses and helmets. These games will be held globally and sports lovers of all ages and games will be rewarded with the ecosystem's own token.

- Heptagon Metaverse refers to a multiverse that allows transition not only between different areas created within its own metaverse structure but also between different metaverse areas or metaverse areas created in different networks.
- Hepta Token is the key to this universe and the basic component of the ecosystem. In Heptagon Metaverse, by using Hepta Token, users will be able to access every aspect of the ecosystem, from match tickets to NFT production.
- In addition, users will be able to use Hepta Token in different networks by swapping Hepta Token through contracts written for different networks, which allow the Hepta Token to be transacted in Metaverses set up in different networks.
- Users will be able to develop their avatars and sneakers, which they will use to participate in the games in Heptagon Metaverse, and have the opportunity to stand out in the race.
- Heptagon Metaverse also it claims to be the basic universe of Virtual Sports Store, that Users can buy and sell a limited number of NFTs produced and shop at the official club store or sports stores. Heptagon Metaverse will also serve as a marketing area for people and companies who want to market their products or services.
- Heptagon Metaverse also claims to be the core universe of Virtual Sports Stores. Users will be able to both buy and sell limited-edition NFTs and shop from official club stores or sports shops.
- Heptagon Metaverse will also serve as a marketing area for individuals and companies that want to market their products or services.
- The basic unit to be used in this entire ecosystem is the Hepta Token. Hepta will serve as a Token that is not only spent but also earned by the Stake Pool and gained at the end of the competitions.
- With Heptagon Metaverse, the universal value of Sports will be reinterpreted and made sense in a Global ecosystem.



## MAIN DEFINITIONS

### **METaverse:**

The virtual world, a view of the real world that is grasped with the senses. Metaverse is the world where people can interact with other people in a 3D area with improved Virtual Glasses, Helmets, Gloves, Shoes, like in the real world, play games, shop or receives services in many areas from education to health in virtual environments as created. Let's not forget to remind that Metaverse is the re-establishment of truth in the virtual world.





## **Virtual Reality (VR) :**

The use of computer technology to create an environment that takes place in the real world, like an environment or an area in the real world is something that Users will have the chance to feel and enjoy. Here also the viewer will be able to jump into a similar swimming pool of the real world, for example, designed always in 3D. A person who does this with VR glasses will experience the same way in the real experience as VR glasses will experience a 3-dimensional drop in the moment of falling into the pool." In a sense, the Virtual Reality field wins the feeling that with the help of Virtual Reality glasses, entered into this area. Or as in a virtual reality driving test, the user gains experience as if they driving a real car. Because in this environment, our users will be living a view of reality. As in a real road, the virtual one progresses in the form of a view of truth, and the reactions it has given result in a response to the events that occur.

## **Augmented Reality:**

We can think of Augmented Reality as Virtual Reality with one foot in the real world. Augmented Reality simulates artificially created objects in a real environment; Virtual Reality creates an artificial environment to live in. Or it builds an artificial environment to live in virtual reality. In Augmented Reality, the computer uses sensors and algorithms to determine the position and orientation of a camera. AR technology then renders the 3D graphics as they appear from the camera's perspective, superimposing computer-generated images over a user's real-world view. Here, the camera's point of view moves according to the user's eyes, activating the user.

## **Mixed Reality:**

Mixed reality, on the other hand, is the merging of the real world and virtual worlds to produce new environments and visualizations where physical and digital objects can co-exist and interact in real-time.

## **Extended Reality:**

Extended reality, on the other hand, is a concept that covers all of the above-mentioned reality fields. In augmented reality, with virtual wearable VR glasses and VR wearable helmets, people can move in a projection of reality, and interact with artificially created objects, just like in virtual reality.

## PROBLEM AND SOLUTIONS

- With the increasing population in the world, we live in today, while the endless demands of people are increasing, the opportunities are decreasing at that rate or even more.
- One thing is certain even the world's largest stadiums have a limited capacity in the last instance.
- Moreover, the problem with people's access is not only the limited seat capacity of the Stadiums or Arenas.
- There are far greater barriers to people's access to this restricted Area. First of all, not every person can travel to the country where the championship is held to watch the closing game of the world cup, or it is not an easy task for a person to go to America from Japan to watch the match of the team who is a fan of in the NBA league.
- The first obstacle in front of people is their economic limits, and the second and much more important obstacle is time. Even if the possibilities have expanded economically, human time is not a reality that can scale up to that extent.
- Time is a constantly flowing and disappearing phenomenon as our most valuable asset. However, people can watch sports events in the unlimited number of seats that will be created in the Stadiums to be created in Virtual Environments, and with the solution proposal of Heptagon Metaverse, they can do this with minimum cost and minimum time loss. While going to work on the train or ferry, people can connect to Heptagon Metaverse and watch the matches in 3D as if they were in the Stadium.
- Or people can play Tennis with virtual shoes and gloves to wear while sitting at home or join a Virtual American football tournament with their friends in Heptagon Metaverse.
- In a sense, with Heptagon Metaverse, we facilitate the very hard-to-reach and make it available to the user with minimum cost and time.
- We know that not all of the people around us vacation on the island of Hawaii, and perhaps never will. But thanks to Augmented reality, it is possible to take a tour of Hawaii, it is a technology that makes the more inaccessible, the more unaccessible more easily accessible to us.
- Again, sports fans do not have a chance to watch the match of the team they support in the stadium at the same time. Because while the stadiums have very limited physical conditions, the number of fans of the teams reaches millions.
- However, with Heptagon Metaverse, fans will have the chance to watch their team's matches at their homes, workplaces, or wherever they are, as if they were in the stadium, without a number limit.
- Thus, on the one hand, the sports world will be transferred to the metaverse, and on the other hand, the number of match tickets sold in limited numbers will suddenly increase to an unlimited number, making a brand new contribution to the sports economy.



- We were playing games on our computers before, now we are in the game itself in the Metaverse universe.
- We can become a part of the game by taking part in the game.
- Metaverse drags gamers towards becoming a part of the game they are playing.
- In an American football game in the Heptagon Metaverse, you have to be much more careful while passing between your opponents with the ball in your hand because, in case of any collision with wearable sensor virtual reality objects, you can get hurt a little!
- The inaccessible is now much more accessible, and the beyond reach is much more reachable.
- We bring the world of sports to Metaverse. This universe offers us much greater possibilities than the universe we have experienced so far. With Wearable Virtual Reality helmets or Wearable Virtual Reality glasses, wearable Virtual Reality gloves, and Wearable Virtual Reality shoes, open the doors of a whole new world to us, although it has a rough appearance for now. We call this new universe the Metaverse.
- In the metaverse universe, people can shop with augmented reality, visit tourist attractions, participate in 3D games, meet with friends, hold business meetings or spend time alone in a dream environment.

## Limits and Opportunities

While economic limits and time are the most important reality that restricts people, with Metaverse, the doors of the opportunity for people to reach the inaccessible are opened.

### A new era in Access to Sports

We are unlimiting the limited number of Stadium and Arena seats. More affordable ticket prices.

We are planning to bring the tickets for very high-cost sports events to much more people, and a more affordable period will come in these ticket costs.

### We allow you to spend more time with yourself

For people who do not have time to go to stadiums, arenas, and courts, we make these areas an area where they can participate in 3D with their phones, tablets, and computers.



# INDUSTRY ASSESSMENT

In this chapter, we will basically discuss the economic dimension of the sports industry, the opportunities offered by the metaverse world, and our solution proposals for the transfer of sports to the metaverse world.

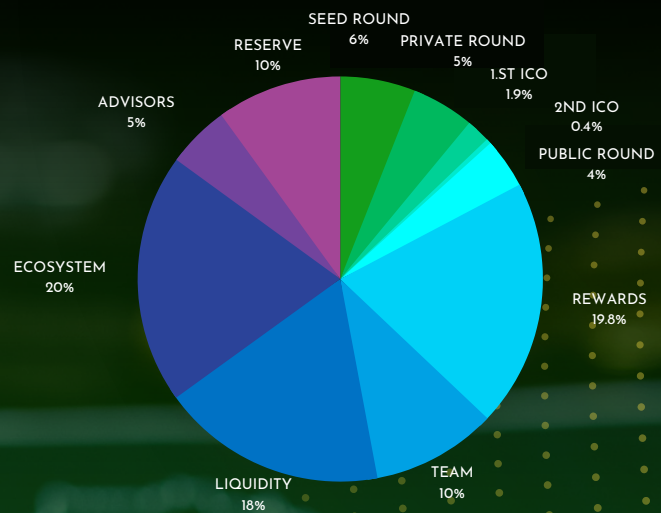
As a whole with the sports sector; We are talking about a professional individual or team sports events, carrying out of these events and the promotion of these events, the broadcasting of these events to the masses, the participation of the masses as spectators in these sports, the advertisements of the clubs and the earnings from these advertisements.

At the same time, we are talking about a very wide ecosystem, from the tickets purchased by the fans to all kinds of items such as jerseys and shoes, from the transfer fees of professional athletes to advertising and sponsorship agreements, and broadcasting rights; From products sold in applications that have become widespread thanks to e-sports, to NFT products...

Looking at the overall market value of the current Sports industry, today's global sports industry is estimated to be worth approximately \$480-620 billion, according to a recent study by Kearney on sports teams, leagues, and federations. This figure includes infrastructure construction, sporting goods, licensed products, and live sporting events.



Sporting goods market; At an estimated amount of \$126.23 billion presently, the value of the global sporting goods market will reach the sum of approximately \$148.2 billion by the year 2023 and will just keep rising.



E-Sport; In a detailed breakdown of the gaming market, Newzoo has revealed important information about E-Sports in terms of revenue and gamer forecasts.

E-Sports, relatively new to the gaming ecosystem has succeeded in shaping the gaming industry with revenues exceeding \$ 1 billion and has begun to take its own space in the gaming ecosystem.

Heptagon direction; The information and research gathered and shared globally is immeasurable. Our objective in Heptagon is to carry all these breakthroughs and formulas into the METAVVERSE UNIVERSE and create a New World. A world that is there to band together all users and unite them to build something that will exceed all expectations.



We can deal with the sports economy primarily with the existing basic components. These are briefly all sports leagues from Football to Basketball and individual sports, Local or Global championships, Astroturf pitches, Fitness halls, GYM halls, and Private or State sports facilities.

The second part is the infrastructure that supports the performance-based fields listed above or meets the requirements of the performance-based fields. This structure can also be called the production area of sports products in general. We can consider the entire Sports Equipment and Sportswear sector in this section.

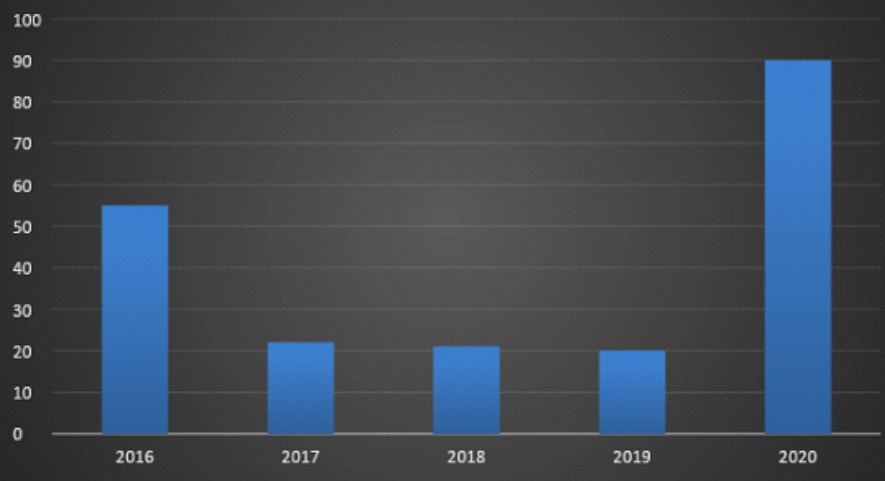
# KEY COMPONENTS OF THE SPORTS INDUSTRY

The ultimate goal of organizations operating in the Sports Economy is to make a profit. In this sense, many sports organizations and their supporters operate in this sector.

Business organizations in sports include professional sports franchises, leagues, and other sports organizations (eg Sky Blue FC, SKA Saint Petersburg, Los Angeles Sparks, Ultimate Fighting Championship); sports providers (for example, ski resorts, golf, fitness clubs, bungee jumping facilities, zorbing facilities, event management firms, sports marketing agencies, sports facilities contractors and operators); sporting goods manufacturers (eg Nike, Russell, New Balance, Head) and retailers (eg Dick's Sporting Goods, Foot Locker); sports media (eg ESPN, NBC Sports, NFL Network, The Hockey News); and companies that support the industry with sports sponsorships (eg Coca-Cola, Visa, McDonald's, Budweiser).

Commercial establishments are at the center of the operations of the entire sports industry and serve an important function of providing sports products and services to the population.

Percentage of growth of sport industry by year



# HEPTAGON METAVERSE

## *Heptagon Metaverse:*

The basic principle of the Heptagon Metaverse is to transfer the world of Sports to the Metaverse Area. For this purpose, we are reconstructing the Stadiums and Arenas in the Real World in the Metaverse Universe by scaling them with their current locations in the Metaverse Space. In this area, where Clubs, companies operating in the field of Sports, and Sports Wear Brands will be located, apart from Stadiums and Arenas, users will be able to both watch sports events in 3D in Stadiums built in the Virtual Universe and shop in stores built for companies operating on sports, especially Sports Wear Stores and Sports Gear Stores.

*Heptagon Ecosystem;* Our Ecosystem is abundant and widespread. It will set in motion and trigger the acquisitions and purchases of numerous commodities and products, such as Team Sportswear ex. (Jerseys) and Sports Gear ex. (shoes).



- The advertising and sponsorship agreements as well as the broadcasting rights, occasioned by these events, by professional athletes will generate royalties that will be managed and promoted within our Heptagon Ecosystem. Additionally, the use of gaming applications like E-Sports and NFT (Non-Fungible Token) assets have been gaining popularity and will render our platform more appealing to our users.
- **Industry assessment;** According to a recent study, originated by Kearney, a leader in Global management and consulting, the estimated value of the Sports Industry is approximate \$480-620 billion dollars. The Global Media and Entertainment Industry value alone will reach the cap of \$2.6 trillion by 2025. These astronomic figures that are on the rise include infrastructure, sporting goods, licensed products, the broadcasting of all live sporting events and so much more.
- **Sporting goods market;** At an estimated amount of \$126.23 billion presently, the value of the global sporting goods market will reach the sum of approximately \$148.2 billion by the year 2023 and will just keep rising.
- **E-Sport;** In a detailed breakdown of the gaming market, Newzoo has revealed important information about E-Sports in terms of revenue and gamer forecasts. E-Sports, relatively new to the gaming ecosystem has succeeded in shaping the gaming industry with revenues exceeding \$ 1 billion and has begun to take its own space in the gaming ecosystem.
- **Heptagon direction;** The information and research gathered and shared globally is immeasurable. Our objective in Heptagon is to carry all these breakthroughs and formulas into the METAVERSE UNIVERSE and create a New World. A world that is there to band together all users and unite them to build something that will exceed all expectations.

# METaverse

*Metaverse Universe;* Our intent is to award all individuals who join our Heptagon Community with a world that enables them to open multiple interacting gateways within our Metaverse. Our team is devoted to creating a virtual environment parallel to our existing physical universe. A world our team defines as a “carbon copy” of the real world we live in.

*Convenience and Utility;* The resources and options in this Metaverse Universe will be abundant. Users will be able to enjoy competing and game-playing with friends and other users. Shopping while browsing through an immense variety of goods offered among our multiple and diversified partners.

Users will also be able to attend and coordinate their work without ever leaving their homes or their current environment.

*Augmented reality;* The application of augmented reality throughout our platform will allow all our Heptagon users in our community to travel the world's Stadiums and Arenas. Visit places they have never imagined they could. Corners of the world they have only seen in a book or on television. Participate in activities and games while exploring the world in 3D imagery. Meet with friends in a variety of locations, hold meetings with colleagues and partners or just simply spend some time alone in the virtual environment of their choice.

*The Big Picture;* Our Metaverse establishes a gateway for everyone ready to confront and welcome the future. The previously used gaming methods and techniques have entered a new wave. A revolutionary cutting-edge era has begun in the gaming world. We no longer need to only participate in a game; it is now possible to be the game

*Our Primary Goal;* The Heptagon community has many different objectives. Our most fundamental and predominant one is the unfolding of the Sports World beyond our imagination in the Metaverse.

**Currency;** The Heptagon team decided to invent its own legal tender. The implementation of the HEPTA TOKEN (cryptocurrency) was one of our greatest realizations.

**Business network;** The process used for recording transactions and tracking assets using our HEPTA TOKEN in the HEPTAGON and within our Metaverse World is Blockchain Technology.

A platform that protects digital information from being altered, deleted, or destroyed.

**New Vision;** In order to produce and engender value within the Sports Industry, our Heptagon platform is planning on introducing a new vision that will give birth to a new World within the Metaverse Universe. A vision, which will initiate all HEPTA TOKEN users to a great volume of benefits and supplies.

**User-Oriented;** Heptagon, being a Sports themed Universe, is also one of the most user-oriented in the Metaverse.

With its limited space, users will be able to follow the events of their choice as if they were inside the Stadium or the Arena, sitting next to their friends or family, or even a stranger.

They will see and feel all the interactions live. Meanwhile, they are simply sitting on their sofas or anywhere else while the event is unfolding in front of their eyes and they are enjoying the matches.

**Data Transferring;** Our concept and design are formed around the transfer of sports complexes like stadiums, arenas, and more to the Heptagon Universe. Achieving this will be done using different maps. Maps created according to "real dimensions" in cooperation with Global Partners.

Virtual reality; the First step of this groundbreaking idea is the transfer of all stadiums and other buildings available within the real area to the virtual one.

Using the real dimensions of these complexes the transfer to the HEPTAGON UNIVERSE is accomplished by them being 3D Virtual Assets. Subsequently, we build a Virtual example of the existing world within the HEPTAGON and create a VIRTUAL UNIVERSE that is fully compatible with reality.

Avatar Market; The enhancement of the HEPTAGON UNIVERSE will be actualized in cooperation with partners.

The world's most powerful and advanced real-time 3D creation tool for photoreal visuals, animation, physics, AI, and immersive experiences.

The development of Avatars that will take place in our Universe will be rendered for sale in the AVATAR MARKETING division, created for our users in our HEPTAGON COMMUNITY. These transactions will be concluded with our main trade unit, the HEPTA TOKEN.

NFT Platform; A Non-Fungible Token (NFT) is registered on the Blockchain. It can be transferred by the owner, allowing NFTs to be sold and traded. Our users will be able to trade and sell on the platform created by our team. That division of Heptagon will be used as a marketplace for our community. Users will also have the chance to find the Avatars of their favorite athletes and entertainers trade them, and customize them with the products they buy using our HEPTA TOKEN.

Hepta Properties; All members of our Community, will be able to visit the stadiums and arenas of the teams they support and follow, using HEPTA tokens. They will be able to take selfies and videos with their AVATARS and in addition to all these services, they will also have the opportunity to participate in XR Broadcasts within the HEPTAGON METAVERSE.

Trading Fan Tokens; All AVATARS and NFTs available in HEPTAGON can also be traded by swapping a variety of FAN TOKENS with HEPTA tokens in HEPTAGON. Furthermore, HEPTAGON will be operated as a new platform for different clubs using FAN TOKENS. It will be the beginning of a new era for FAN TOKENS and its utility. For the first time, HEPTAGON users will be allowed to use their FAN TOKENS instead of saving them.

Token Record; The financial records of the HEPTAGON TOKEN (HEPTA) will be stored on the Blockchain, integrated with BSC.

Function process;

Mapping; All of the infrastructure (stadiums, arenas ....) will be produced on the 3D platforms, based on Earth Maps.

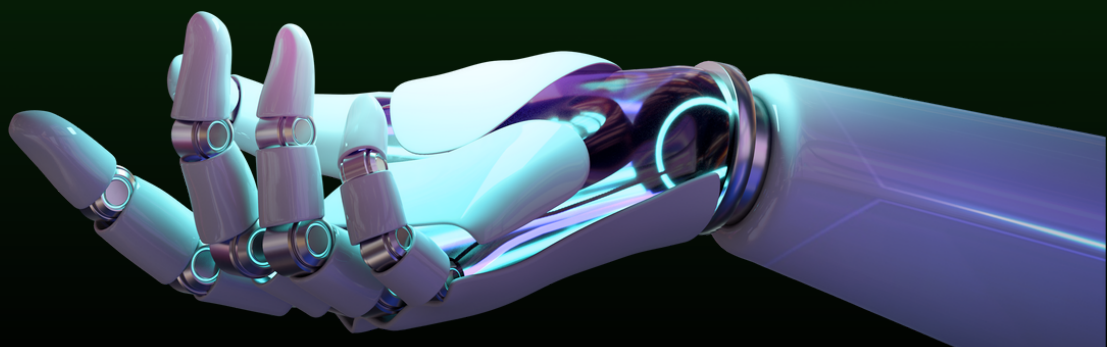
All of these buildings will be added to HEPTAGON in line with the demands and requests of the members of our community. Fans and members will contribute to the construction of existing infrastructure from the Real World to the Virtual Universe.

Avatar Identity; In our Heptagon Metaverse all users will be acknowledged and treated as entities via the Avatar of their choice. The identity card transported in this universe will be the self-character of that user in Heptagon. This identity will be found in the user's crypto asset wallet as NFT on Blockchain.

Avatar attire; Additionally, members will be capable to alter and transform their unique Avatars according to their aspirations. Choosing through a variety of attire as the jerseys and shoes of their favorite teams and consequently will have the opportunity to express themselves using such assets.

Trading NFTs; All members of our community, will be able to trade NFTs. Crafting their own NFTs on Blockchain and selling them in the NFT Market. In addition, users will also be able to access VINTAGE SERIES NFTs from the VINTAGE MARKET. NFT series of champion teams and NFT series of champion athletes will be generated on Blockchain as a collection and can be sold at our HEPTAGON VINTAGE MARKET.

Heptagon Swap; Thanks to the HEPTAGON give-and-take, members will have the chance to swiftly and securely swap their FAN TOKENS for the HEPTA, HEPTAGON Metaverse token.



Key to Heptagon; HEPTA, being the KEY to experience our extraordinary universe, will award our supporters private rights to discounts with their shopping explorations within Heptagon. Our community associates will also receive priority and rebates on NFT VINTAGE SERIES launchers and all other NFTs available within our platform.

Moreover as mentioned previously we provide a swap facility for FAN TOKENS in the Heptagon swap platform and within different networks. Swapping fan tokens to HEPTA will show them the way how to build their favorite team stadiums on land they purchase within our Heptagon Universe and slowly create Virtual Assets on their own personal property.

Obtaining tickets with HEPTA tokens for the activities and events of their choice and watching them with their personal XR devices or those acquired from our market will be as easier as ever.

All that will be left is to enjoy the powerful experience we are to provide. Being there in Mind and Soul is the future of all things.

## HEPTAGON METAVERSE ECOSYSTEM

In Heptagon Metaverse, we can first identify the following areas for the application of Blockchain technologies in the field of sports:

- a- Smart Tickets
- b- Tokenization of the above-mentioned performance-oriented areas and products of the Sports World
- c- Sports broadcasts
- d- Rewarding Sports Fans with Tokens

In this sense, we have Tokenized the basic components of the Sports world in Heptagon Metaverse.

All transactions in Heptagon Metaverse; Live broadcast events, NFT and AVATAR market transactions, purchases from official stores of Clubs, and purchases from Sports Stores are all recorded on BLOCKCHAIN and protected transparently and securely. Thus, user transactions are recorded in a highly sensitive and transparent manner, and a secure shopping opportunity is created.

All transactions are made with HEPTA TOKEN, which is the basic transaction unit of the Heptagon Metaverse. As a utility Token, Hepta Token is the foundation of its entire ecosystem.

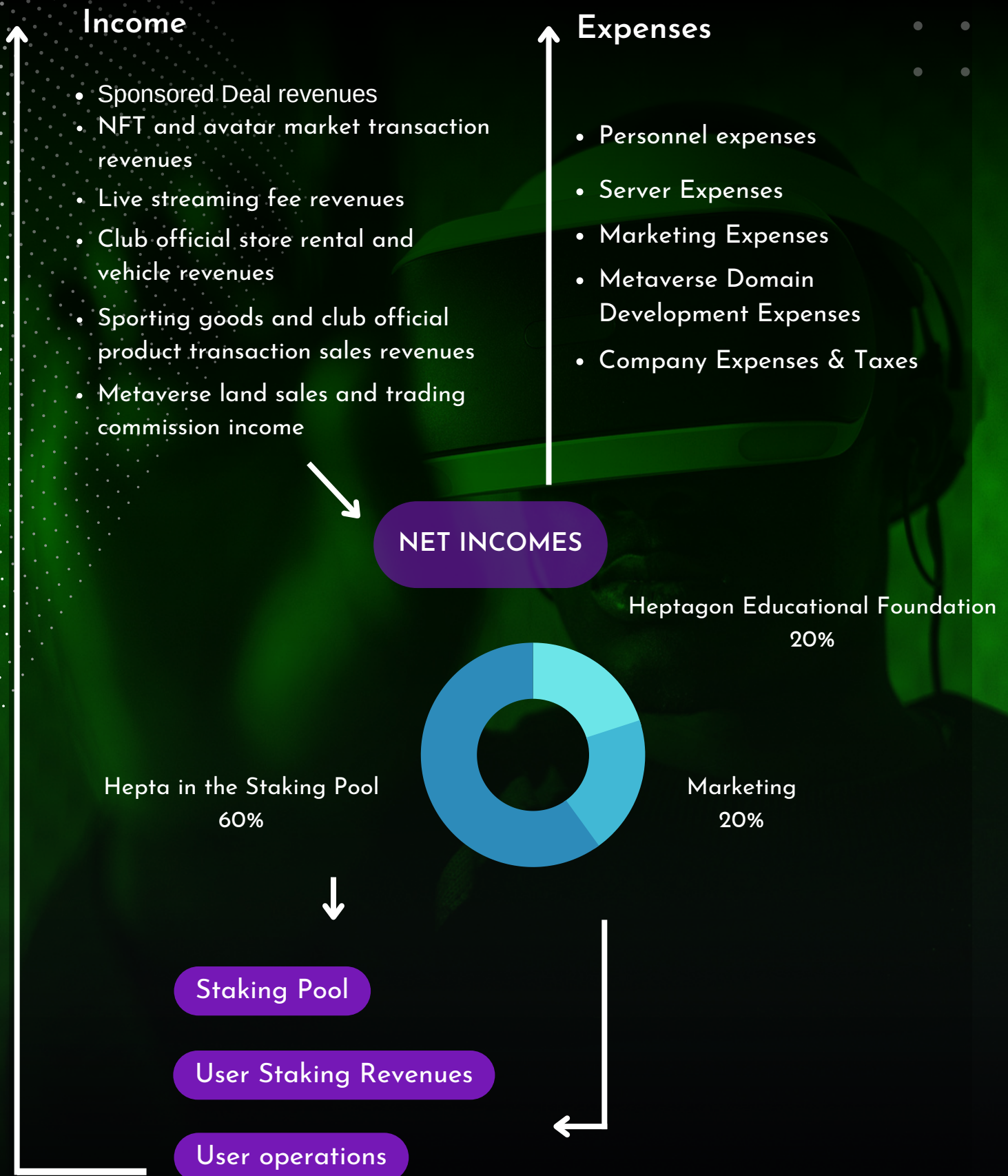
With the HEPTA token, users will be able to participate in live broadcast events from sports to arts, build the stadiums of the clubs they support, produce NFTs, set up their own NFT markets, and shop from both AVATAR market and Sports stores. Thanks to Hepta Token, produced in limited quantities of 360 million on the BSC network, users will be able to watch the matches of the clubs they support, as well as purchase their official products and have their NFTs. In addition, with Hepta Token, each team will be able to create their own Store and fan groups will be able to build Halls and Arenas for their own communities, and they will be able to trade the lands around their club's stadiums with Hepta Token. Hepta Token, which will be used for all these transactions, also gives users the opportunity to earn income.

**Hepta Stake:** With the Hepta Stake platform, users will be able to get a share of the Heptagon Metaverse area net income.

## HEPTAGON METaverse REVENUES

- 1- Live broadcast revenues: All live broadcasts will be watched in exchange for hepta Tokens.
- 2- Commission income from shopping transactions: Hepta Token will be taken as commission from all transactions to be made from Stores in Heptagon Metaverse.
- 3- Hepta Token commission income from NFT Market, Avatar Market, NFT land purchases and sales.
- 4- Heptagon Metaverse advertising revenues: Sports clubs, Sports Stores' advertising revenues will be received as Hepta Tokens.
- 5- Income from rentals and purchases of Metaverse Stores: All Store, Space, rental and purchase-sale transactions will be made in exchange for Hepta Tokens.
- 6- Sponsorship revenues: All sponsorship agreements will be made through Hepta Token and revenues will be transferred to Heptagon Metaverse.

# HEPTAGON INCOME FLOW



## ***Distribution of stake income:***

After deducting fixed Platform expenses such as server costs and personnel expenses from the above-mentioned revenues, up to 60% of the remaining net income is planned to be distributed to users as Hepta Tokens as stake income. Based on the duration and amount of Hepta Tokens that users stake on the Hepta Stake platform, users will have a stake in the stake pool. As the total stakes change, the amount of stake income distributed as a reward may also change.

20% of the remaining net income will be spent on platform development and 20% will be transferred to the Heptagon Education Foundation.

\*Hepta Stake platform will be launched depending on Heptagon Metaverse developments.

## ***Sponsorship agreements with Sports Clubs:***

As Heptagon Metaverse, it will cooperate with all sports clubs through Advertising and Sponsorship agreements. While promoting and supporting the clubs, selling the club products through virtual stores in the Metaverse environment and the revenues from these, sports clubs will have a brand new income stream, while Heptagon will become the second home of all fans. The viewers who follow the matches of the clubs in the Heptagon universe will also have instant access to all the news and statistics about the clubs.

Club official products will be available on the Heptagon metaverse, both as NFTs and as real products, and these revenues will provide a new revenue stream to the collaborating clubs.

## ***Heptagon as a new universe for Fan Tokens:***

Every day, clubs offer their fan tokens and bring them together with their fans. Not only league clubs but also National Teams show interest in this. However, we see that Fan tokens have no real use. Heptagon offers a unique solution in this regard. Fans will now be able to trade their fan tokens on the Heptagon Metaverse by swapping them for Hepta tokens. Thus, fan tokens will easily be equipped with the utility feature of Hepta Token.

# HEPTA TOKENOMICS

All transactions to be made in HEPTAGON will be stored on the Blockchain, integrated with the BSC network. A total of 360,000,000 units of HEPTA TOKEN have been produced in the BSC network in BEP20 format and are in fixed supply.

HEPTAs held as reserves will be burned and withdrawn from the market in the process.

Thus, HEPTA TOKEN is not with an increasing supply in the market, but HEPTA TOKEN with a reduced supply and ultimately a constant supply was created.

If Softcape is not available, the HEPTAGON team will cover HEPTAGON developments from its own budget. 40% of Softcap's budget will be dedicated to HEPTAGON developments and 60% to Marketing.

Softcap 2M

Hardcap 5M

1st ICO	01.09.2022 15.10.2022	(%1.9)	\$0,15
2nd ICO	16.10.2022 30.11.2022	(%0.4)	\$0,30
SEED ROUND	01.12.2022 28.02.2023	(%6)	
PRIVATE ROUND	01.03.2023 30.04.2023	(%5)	
PUBLIC ROUND	01.12.2023 31.03.2022	(%4)	\$0,32
RESERVE		(%10)	
REWARDS		(%19.8)	
LIQUIDITY		(%18)	
ADVISORS		(%5)	
TEAM		(%10)	
ECOSYSTEM		(%20)	
TOTAL SUPPLY		40M. (%100)	

\*Unsold tokens will be burned after every sales period

\*\*Reserve will be burned in 2 years according to the burning program

Token sales Wallet address:

Reserve Wallet address

\*\*\*Locked in 6 months then will be released %20 in every 4 months.

Team Token Wallet address:

\*\*\*\*Undistributed Tokens in rewards and bounty will be burned

Rewards/Bounty Wallet Address:

\*\*\*\*\*Advisors Tokens will be distributed as the marketing process

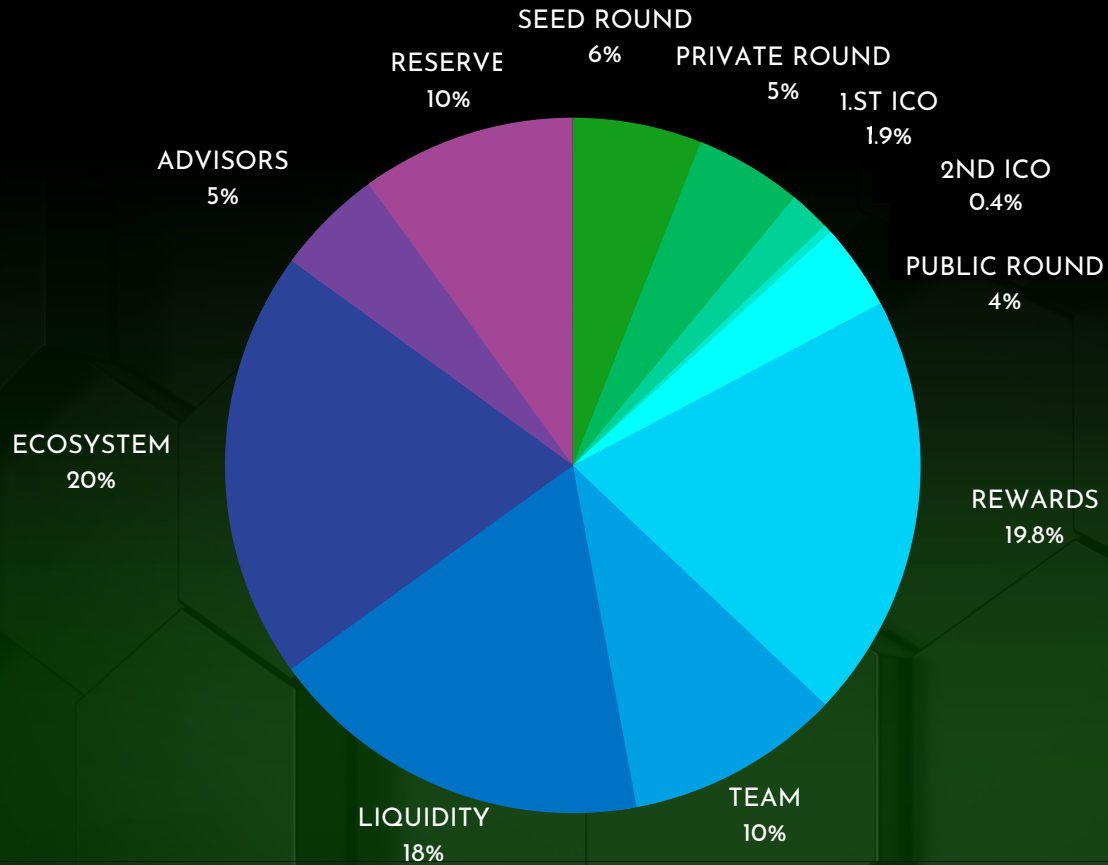
Advisor Token Wallet address:

\*\*\*\*\*Partnerships Token will be distributed as a marketing and collaboration process

Partnerships Token Wallet Address:

\*\*\*\*\*40% of Hepta Sales revenue will be dedicated to HEPTAGON Metaverse developments and 60% to Marketing.

POOL	%	CLIFF	VESTING
Seed round	6%	5	10
Private round	5%	3	6
1st ICO	1.9%	0	13
2nd ICO	0.4%	0	13
Public round	4%	0	5
Team	10%	18	18
Rewards	19.8%	0	24
Advisors	5%	18	18
Liquidity	18%	0	24
Ecosystem	20%	0	36
Reserve	10%	0	36



## HEPTAGON WALLET ADDRESSES:

HEPTAGON CONTRACT	OX7114A54A1DA67135E1908F03973B73F54FB1CC1B
HEPTAGON MAIN WALLET	OXCAAE3D569B26133EEA8FCA3877AB02EEA806A13C
HEPTAGON SMART CONTRACT	OX6CABCCD9B6FEE0559BA86343FE4CE6AE1F5E538D
HEPTAGON 1.ICO WALLET	OX34759C9649F7C11DE56F0BBDF3D63CF6565247D3
HEPTAGON 2.ICO WALLET	AXB2BE1F6A4C78BC6AA182187693EEBF204056E1A9
HEPTAGON IEO WALLET	OX3200AF65C56BFA5E26BF759221E039C30C3D4F4F
HEPTAGON LAUNCHPADS	OXE9B78DC9A4470736DCFBEOFFOCCBE318BBD94402
HEPTAGON SEEDSALES	OX3A9A5F6F3A423387B58FD7ADF2DCDFDD4933C993
HEPTAGON REWARDS/BOUNTY/AIRDROP	AXB27FF43D6F7A95746FE9315235E02E648CEAF1C2
HEPTAGON PARTNERSHIPS	OX2832DC5C1F9E8A83A36C00CFE6DBABD054A54B5
HEPTAGON ADVISORS	OX380413F1054C80108B13567C3FBAB4305A384681
HEPTAGON REWARD POOL	OXF92E0F905436A41C6402E5E49E16FC7AE544A717

# RoadMap



1st ICO sales:  
Price \$0,15  
01 Sep 2022 - 15 Oct 2022  
Supply: %1,9

2nd ICO sales:  
Price \$0,30  
16 Oct 2022 - 30 Nov 2022  
Supply : %0,4

SEED ROUND  
1 Dec. 2022- 28 Feb. 2023  
Supply:%6

PRIVATE ROUND  
01 Mar 2023 - 31 Mar 2023  
Supply: %5

LAUNCHPAD PLATFORMS  
ANNOUNCEMENT  
15 Dec. 2022

PUBLIC ROUND  
1 Dec 2022- 31 Mar 2023  
Supply: %4

WHITELIST FOR HEPTAGON  
METAVERSE VIP USERS  
16 Feb 2023

HEPTAGON METAVERSE BETA  
TESTING PROCESS  
18 Feb - 25 Feb 2023

HEPTAGON METAVERSE  
BETA LAUNCH  
26 Feb 2023

HEPTAGON  
METAVERSE  
BUSINESS LAUNCH -  
DUBAI  
Mar 2023

SPORT CLUBS  
PARTNERSHIPS  
Apr 2023

FIRST LISTING OF HEPTA  
2023 Q2

HEPTAGON METaverse  
Bowling / Ice Hockey/ Table Tennis  
Tournaments  
2023 Q3

HEPTAGON METaverse  
NFT Market Full Version  
2023 Q3

HEPTAGON AVATAR Market Full  
Version  
2023 Q3

HEPTAGON METaverse  
Market Full Version  
2023 Q3

HEPTAGON METaverse X  
Programming Completed  
2023 Q3

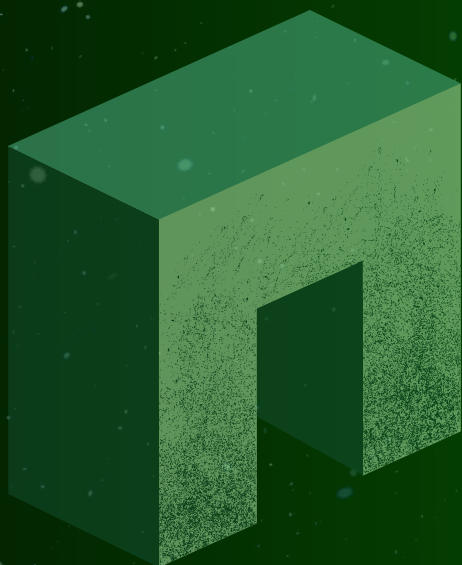
HEPTA STAKE PLATFORM LAUNCH  
2023 Q3

HEPTAGON METaverse X  
Live streams and launch of Heptagon  
Metaverse Full Version  
2023 Q4

HEPTAGON METaverse  
Virtual Sports Championships  
2023 Q4

CONTRACTS OF HEPTA TOKEN  
For Different Networks and Creating  
Bridges  
2024 Q1

CHEPTAGON FOUNDATION  
ESTABLISHMENT  
2024 Q2



# TEAM



**OMAR CH.**  
FOUNDER & CEO



**UĞUR BİLGEHAN**  
ADVISOR



**EMRAH AKSOY**  
CFO



**ERTUG KORCAN**  
CTO



**MEHMET K.**  
CONSULTANT



**ÇİHAN T.**  
IOM

# FINAL WORDS ON HEPTAGON

As Heptagon, we build metaverse on two basic principles that complement each other: 3D Virtual World and Blockchain.

We are building Stadiums, Arenas in HeptagonMetaverse. Users of Heptagon Metaverse will be able to connect with their decentralized wallets and watch live broadcasts on a different level of 3D option. We going to bring all events starting from Sports all the way to another end of Arts all on the live broadcast platform, which can be watched as well with the option also on 3D but of course, in our Metaverse environment, connecting The Virtual Universe with a real-world on Heptagon Metaverse that we're creating. Stadiums, Arenas are real and being built at the HEPTAGON METAVERSE with the same coordinates in the world.

## ***What are users waiting for in Heptagon Metaverse?***

1- Live broadcasting events: The opportunity to watch all events from sports to art in Virtual Stadiums, and Arenas as 3D broadcasting ... Users will be able to choose the events that they want to watch in Heptagon Metaverse where they connect with decentralized wallets and access Virtual Stadiums and watch live streams. Users, with their XR glasses in their homes, workplaces, and also using a helmet, it's like they're in the stadium themselves being part of live actions they will get to see and feel the events.

2- Users' Individual and team sports with their XR glasses, their helmets, their gloves, and shoes  
they will be experiencing the opportunity we offer to them to participate with glasses, and helmets, in the championships in the HEPTAGON METAVERSE world.

## ***3- Heptagon Avatar Market:***

Users in Heptagon Metaverse will be able to create their own stores, access shopping stores, NFT market, Stadiums, live broadcast events and create their own stores where they can produce and sell their NFT'S.

## ***4- Heptagon Metaverse and Social Media Connection:***

Here Users can take selfies with their fans and sports players Avatars they support, and share them on social media.

## ***5- Heptagon NFT Market:***

On the NFT market, they can buy NFTs of the formats they bought, T-shirts in decentralized wallets, and send real products to their address.

## ***6- Virtual inter-universal transition:***

of course here our Users going to find the extreme that Heptagon Metaverse going to offer them is that they can move around between virtual universes by switching to the powerful infrastructure of Hptagon Metaverse and metaverse areas.

## LIVE BROADCAST :

Here we all can say a big Wooaaww  
Forget the live broadcast experiences you've been watching so far...Heptagon is bringing to all his User's a brand new understanding of live broadcast events in a Virtual Stadium with always option on 3D of course

And here comes something that makes the difference in Heptagon Metaverse the footage going to be offered to our users with 360-degree cameras that will make your watching live broadcast a joyful moment like no other. A new understanding of Heptagon to bring this in a live broadcast. All branches of sports will be waiting for our users on Heptagon Metaverse.

## BLOCKCHAIN...

Let's remind that Metaverse cannot be characterized as a reliable and independent area without integrating into the blockchain structure with a decentralized structure and solution heptagon Metaverse under his recommendations built this blockchain infrastructure.

Heptagon - Users thanks to the Blockchain infrastructure they established in collaboration with EraChain and at the same time when doing all of your operations transparent, decentralized, and safely

Blockchain will also benefit from the world of technology facilities. All shopping operations, Mint and sell all NFT that is processed with Blockchain data assurance.

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“HEPTAGON LAUNCHES  
NEW SERVICES IN ITS  
METAVERSE FOR SPORTS  
ENTHUSIASTS”

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