



UpArena Whitepaper - v1.0

Where gaming meet Web3 prediction

Mission	3
Problem	3
Solution	4
Who is UpArena for?	5
Core Principles	6
Release Phases	7
Phase 1.1: Solo and 1v1 Competitive Streams on Twitch and Youtube Live	7
Phase 1.2: Rewards & Competitive Predictions	9
Phase 2: Tournaments and ecosystem Expansion	10
Roadmap	12
Tournament Formats & Competitive Structures	13
NFTs & Rewards	14
Leaderboards	15
Key System Components	15
Example Calculation Mechanics	15
Governance	16
Voting Power Formula	16
Governance Scope	16
Platform fees	17
Streamer-Aligned Fee Sharing	17
Fee Allocation	17
Anti-Gaming & Fairness Mechanisms	19

Mission

UpArena is a **Web3-Powered, User-First** platform that transforms gameplay streams into interactive competitive experiences. By combining live streaming, predictions, and shared leaderboards, UpArena enables players, creators, and communities to engage around gameplay in a more participatory, transparent, and rewarding way.

UpArena's mission is to **unify fragmented gaming and esports** experiences by enabling anyone, from solo streamers to global communities to turn gameplay into shared competition, participation, and progression, powered by Web3 infrastructure.

Repeat after me: **Compete, Predict, Earn.**

Problem

Online gaming and esports are highly fragmented. Competitive play, streaming, audience engagement, and rewards exist across disconnected platforms with limited interoperability.

For most players and creators:

- Running competitive events requires custom tooling or centralized platforms
- Monetization and rewards are difficult to manage, especially across countries and currencies
- Audience participation is passive, with limited ways to engage beyond viewing

For communities and projects:

- Organizing events, predictions, and rewards lacks shared infrastructure
- Paying tournament or event rewards globally is complex and costly
- Integrity and fairness are difficult to enforce at scale

Solution

UpArena is a platform that transforms gameplay streams into interactive competitive experiences, supporting both individual streamers and organized competitive formats.

Streamers and players can link live gameplay streams (such as Twitch or YouTube Live) to UpArena, enabling audiences to participate through predictions, rankings, and progression tied to real gameplay outcomes.

The platform enables:

- **Gameplay stream integration**, supporting solo streams, 1v1 matches, and multiplayer sessions
- **Prediction systems** allowing participants to guess match outcomes or performance metrics
- **Leaderboards and progression**, tracking performance for players and participants across streams, events, and seasons
- **Tournaments and hosted competitions**, organized by creators, communities, or partners using configurable formats
- **Reward distribution**, using NFTs, community-defined rewards...

UpArena provides shared infrastructure for identity, prediction handling, result validation, leaderboards, and rewards, allowing streamers and tournament hosts to focus on gameplay, competition design, and audience engagement rather than technical implementation.

Tournament hosts can create and manage competitive formats such as round-robin leagues, or elimination brackets, each with dedicated leaderboards and reward rules, while reusing the same prediction and participation systems.

Users can onboard through social or email-based login, with wallet-based interactions introduced progressively. Crypto-powered predictions and on-chain rewards can be fully transparent to Web2 users through fully custodial wallets.

2 main phases

Phase 1: Gamers/Streamers + Viewers with predictions market and shared leaderboards.

Phase 2: Organize tournaments, set up custom leaderboards, and tournament payouts.

Who is UpArena for?

UpArena is built for **individual streamers, players, and prediction participants**, as well as gaming communities, guilds, DAOs, and Web3 gaming projects.

The platform supports everything from solo gameplay streams and casual community challenges to structured competitive formats, without requiring custom infrastructure or complex setup.

UpArena enables creators and communities to activate players and audiences through gameplay streams, predictions, and competitive mechanics, while remaining flexible in how participation and performance are recognized.

UpArena brings together two key user groups:

- **Gamers (Streamers & Hosts):** Compete in solo, 1v1 or multiplayer matches and stream live gameplay (e.g., via Twitch, YouTube Live). Host a tournament.
- **DeGens (Viewers & Prediction makers):** Watch, predict, and engage with streams by selecting likely outcomes or winners.

Users can sign up via:

- **Web3 Wallets (e.g., MetaMask)**
- **Social/email login** for non-crypto users via Web3Auth/Privy

Each game and outcome prediction contributes to global **leaderboards** that reward both engagement and accuracy, not just luck.

Core Principles

Web3-Powered, User-First

UpArena uses Web3 technology as infrastructure, not as a barrier. The platform is designed to be accessible to all users through familiar Web2 experiences such as social login and traditional streaming platforms, while leveraging blockchain technology in the background for transparency, ownership, and automation.

Transparency & Trust

UpArena is built on verifiable infrastructure. Outcomes, rewards, and platform fee flows are auditable, ensuring trust across players, creators, communities, and participants.

Community-Led Evolution

Platform rules, governance, and direction are shaped by participation, reputation, and ownership rather than centralized control.

Fair Value Distribution

Value generated on the platform is shared with those who create it. Platform fees, when applied, are transparently redistributed to streamers, and other parties.

From Streaming to Participation

UpArena is designed to convert passive gameplay viewing into active participation through predictions, rankings, and progression.

Ownership-Based Access & Rewards

Access, participation, recognition, and rewards are represented through ownership-based mechanisms, enabling flexible use of NFTs for access control, progression, governance, and fee-sharing without relying on a platform token.

Sustainable by Design

Seasonal structures, evolving leaderboards, and controlled reward mechanisms maintain long-term engagement without inflationary pressure or economic debt.

Release Phases

Phase 1.1: Solo and 1v1 Competitive Streams on Twitch and Youtube Live

Example: Speed Runs, FIFA, Mortal Kombat, Tekken

Streams and participation

- Gamers start a stream on Twitch and can automatically be added on UpArena.
- Viewers “predict” by selecting a winner or outcome , *no money or tokens involved*. They gain points on the leaderboards for future airdrop and rewards.

Two leaderboards:

- **DeGens Leaderboard:** ranks users based on engagement, correct guesses, participation streaks and questing.
- **Gamers Leaderboard:** ranks streamers based on activity, performance, and engagement.

Manual Game Result Verification & Basic Prediction Markets

During the initial rollout, match results and stream outcomes are verified manually by the UpArena team, with optional support from trusted community moderators. One stream may contain multiple games, and predictions revolve around simple, clear outcomes.

Examples of Early Predictions

- **1v1 Matches:**
Did the streamer win or lose?
- **Solo Speedruns:**
Did the streamer complete the run under 1 hour and 30 seconds?

AI-Assisted Challenge & Prediction Generation

As the platform grows, an AI module assists with:

- Generating challenges and prediction options in advance of streams for given games.
- Identifying frequently recurring predictions for specific games and storing them so they can be reused for future streams.

This allows the platform to quickly scale the diversity and volume of predictions without manual setup for every event.

Rewards

- Monthly leaderboards reset at the start of each month.
- Each leaderboard points are accumulated over time and top participants will receive NFTs and rewards in the next phase:
 - **NFT airdrops**
 - **Special recognition badges**
 - **Exclusive access to events or private competitions**
 - **Boosted rewards**

Phase 1.2: Rewards & Competitive Predictions

NFTs

- NFTs act as participation badges, proof of activity, and governance keys.
- Early participants can mint limited edition NFTs
- Top Leaderboard Players will be airdropped NFTs

New Features

- Monthly leaderboards with expanded reward pools.
- **Multiplayers games:** Support for **3 players** games and above
 - **Example:** Fortnite, Valorant, Apex Legends
- **Crypto-based predictions (ETH or stablecoins)** for verified wallets.
 - A platform fee will be applied to each outcome, it will be used in various ways, described below.
- **Multi-platform support:** Integration with additional streaming platforms beyond Twitch and Youtube (Kick, etc.)

Infrastructure

- Launch on an **EVM Layer 2 (Base, Arbitrum...)** depending on scalability and user base alignment.
- Smart contracts manage predictions escrow, NFTs, rewards and fair distribution of prediction outcomes.

Economic Layer

- UpArena introduces **non-custodial predictions**, users maintain custody until outcomes are verified.
- Value circulates through stablecoins and native blockchain tokens (e.g. USDC, USDT, ETH).

Governance

- DAO-style structure governed by **NFT ownership + participation score**.
- Participation points will count towards governance voting weight
- NFT holders can vote on proposals with increased weight and multipliers

Phase 2: Tournaments and ecosystem Expansion

Features

- **Tournaments:** Players can now organise tournaments with multiple matches and rounds.
 - Tournaments Prize can be setup and payout to winners
 - Dedicated Leaderboards and rewards for each tournaments
- **Cross-chain compatibility:** Support for additional blockchains for interoperability and community expansion.
- **Partner Rewards:** Collaborations with major Web3 projects and gaming platforms for co-branded NFT drops, partner token rewards, or sponsored events.
- Streamers can broadcast Even more supported games, and AI agents will try to automatically:
 - Detect game outcomes.
 - Validate match fairness.
 - Update prediction results and leaderboards on-chain.
- The platform begins offering **AI-generated prediction markets on the fly as the stream goes on**, including more creative, high-engagement “deGens-style” predictions.

Roadmap

Phase		Focus	Key Deliverables
v1.1	Q1 2026	MVP Launch	Solo and 1v1 streams, leaderboard system, NFT badges
v1.2	Q3 2026	Crypto predictions and Governance	ETH or Stablecoins predictions, smart contract audit, Governance system, first partner collaborations
v2	Q4 2026	Ecosystem Growth	Multiplayers games, Multi-chain support, partner airdrops, seasonal tournaments

Tournament Formats & Competitive Structures

UpArena is designed to support a wide range of competitive formats, allowing gameplay streams of any size or skill level to become structured competitive experiences. These formats are not limited to large-scale esports events and can be used by solo creators, casual players, community groups, or professional teams.

Planned competitive structures include:

- **1v1 Matchups (v1)**
Direct head-to-head formats ideal for games like FIFA, NBA2K, or fighting games.
- **Asynchronous Challenges & Speedruns (v1)**
Time-based or score-based competitions where players participate independently, ideal for solo streamers and global participation across time zones.
- **Round-Robin Leagues (v2)**
Every participant plays against all others over a defined period, well-suited for creator leagues, community seasons, or recurring gameplay challenges.
- **Single-Elimination Brackets (v2)**
Fast-paced competitive formats where each loss eliminates a participant, creating high-intensity events.
- **Double-Elimination Brackets (v2)**
Competitive formats offering a second chance via a loser's bracket, commonly used in more structured or professional events.
- **Creator-Hosted or Community-Defined Formats (v2)**
Custom rulesets designed by streamers, DAOs, guilds, or partners, enabling flexible and creative competitive experiences.

NFTs & Rewards

Type	Description	Supply	Utility
OG NFTs	Bought from UpArena treasury in order to participate in the early development. Some will be earned through airdrops or events	TBD	Unlocks early access, extra governance multipliers, extra features and boosted rewards.
Gamer NFTs	For top leaderboard positions	Limited per season	Unlocks extra governance multipliers, extra features and special accesses
DeGen NFTs	For top leaderboard positions	Limited per season	Unlocks extra governance points, extra features and special accesses
Partner NFTs or Crypto	Special events and tournament winners	Variable	Receive NFTs or Crypto from partner projects

Lock-to-Boost: Users can stake or lock certain NFTs for a defined duration and obtain extra leaderboard multipliers

Leaderboards

Key System Components

Element	Description
DeGens Leaderboards score	Point for DeGens. Increases through correct predictions, consistent activity, questing and social sharing.
Gamers Leaderboards score	Points for Gamers based on match outcomes, activity, and community rating.
NFTs	NFTs earned in different ways on the platform, used as boost / multiplier.

Example Calculation Mechanics

Viewers / Participants

Action	Reward
Watch a verified stream	+1 Point
Correct prediction	+5 Points
Host a verified match	+10 Points
Win a match	+5 Points
Participate in the quests	+5 Points

Governance

Voting Power Formula

$VP = (NFT_Quantity * NFT_Multiplier) * Points$

- **VP** = Governance Voting Power
- **NFT_Quantity** = Number of NFTs owned
- **NFT_Multiplier** = Weight (1.1x-1.3x) based on rarity and type
- **Points** = Leaderboard Score

Governance Scope

- Game additions & rules
- Partner onboarding
- Additional development

Platform fees

Beginning in Phase 1.2, UpArena introduces crypto-based predictions with a small fee applied to each resolved market. For example, a **3% fee** is taken from the total prediction for each game pool upon outcome verification.

Streamer-Aligned Fee Sharing

Streamers earn **revenue only from predictions made on their own streams**, meaning: that the more engagement and prediction volume a streamer creates, the higher their income.

This turns streaming itself into a direct earnings opportunity without needing donations, subscriptions, or platform ads.

Fee Allocation

Collected fees flow into three main buckets:

1. Streamer Revenue Share – 40%

Half of all fees generated from a stream go directly to the streamer or tournament host who hosted the event.

This ensures:

- Streamers/Hosts are financially incentivized to grow prediction volume.
- Competitive creators can monetize without sponsorship requirements.
- Everyone who drives engagement is rewarded proportionally.

2. Platform Operations – 35%

A portion of fees is retained by UpArena to support:

- Engineering and product development
- Infrastructure for hosting apps
- AI agent compute costs and automation
- Smart contract audits and Security testing
- Operational and organizational expenses

This creates a sustainable financial model without requiring inflationary token mechanics or external investments.

3. Buybacks & Ecosystem Support – 25%

30% of fees are reinvested into the ecosystem in ways that benefit the active community, such as:

- NFT buybacks so they can be re-distributed for future rewards
- Sponsored events, tournaments, and rewards

This reinforces long-term value for active users rather than extracting value from them.

Anti-Gaming & Fairness Mechanisms

To maintain integrity:

- **Sybil protection:** Wallet + email verification + wallet or discord age.
- **Cooldown periods:** Prevent spam predictions.
- **Reputation & Participation History:** User influence and access scale with consistent, legitimate participation over time.
- **NFT-Based Identity & Access Controls:** NFTs serve as identity anchors, participation proof, and access passes, reducing sybil attacks and low-effort abuse.
- **Prediction & Gameplay Monitoring:** Detection of abnormal prediction patterns, suspicious coordination, or intentional outcome manipulation.
- **Streamer & Event Accountability:** Streamers and hosts are accountable for the integrity of their events and gameplay.
- **Progressive Feature Access:** Higher-stakes features unlock gradually based on behavior, reputation, and community standing.