

STREAM LEADER PUBLICATION V2

1. Introduction

- a. This project was designed and produced by Cbot Labs. The purpose of **STREAM is to be a cross-platform gamer point**. The developer will never sell a token to protect the integrity of the gamer points system. **STREAM aims to create a network of multimedia users**. This network is designed to empower gamers and users to award each other.

2. Opening disclaimer

- a. **STREAM** token is a unique digital award. Cbot Labs affixed the **STREAM** one-of-a-kind art on the ledger as an email hash via Gravatar. Cbot Labs fixed a website made on the ledger. Further, Cbot Labs broadcasts a TOML to the **STREAM** node site, validating it on the ledger as the first **STREAM NODE WALLET**. Cbot Labs also added unique encryption to the message key field of the token. Finally, the token issuing address was blackholed so that no more **STREAM** could be produced. These actions help define **STREAM** as a unique digital prize, not a security. **STREAM** is an on-chain asset made up of several components, not a promissory note of any kind or design. **STREAM** is not a currency; it is akin to gold metal. **STREAM** is a digital prize representing share possession of the items affixed to the ledger. **STREAM** itself is not a business or single entity. **STREAM** is not operating for profits or sales. Cbot Labs, the sole developer of **STREAM**, will never sell a **STREAM** token.
- b. Cbot will not use **STREAM** to pay for any services. **STREAM AWARDS** is outside the purview of paying for community services for the following reasons:
 - i. Challenges are a game by nature, not a financial product.
 - ii. All values and challenges are drawn conclusions via conversion or voting amongst active members of the **STREAM** community.
 - iii. **STREAM AWARDS** is non-custodial
 - iv. Distributing **STREAM** alone does not constitute payment of any kind because the asset is not marketed or designed by Cbot Labs as a financial product. Further, it is Cbot Lab's explicit instructions to only use **STREAM** as a gamer point to award gamers and users of the system (learning multimedia processes/awarding gamers).
 - v. **STREAM** functions as a free asset, and the people's ability to trade on the DEX is not directly relevant to Cbot Labs and is outside the control of Cbot Labs. **STREAM** is no different from any other tangible asset like a plant; it can be traded between humans and sold at will. It is not the grower's liability to oversee future sales or comply with state or federal law in relation to that sale. There is no liability associated with this project because there is a not-for-profit system or reasonable income generated by Cbot Labs from the sale of **STREAM** tokens.

3. What is the point, and why?

- a. **STREAM GAMER POINTS ARE FREE** TO ANY USER WHO CAN GET XUMM AND PLAY GAMES OR COMPLETE CHALLENGES. **STREAM** IS A **CROSS-PLATFORM** GAMER POINT. **STREAM'S** PRIMARY UTILITY IS TO **EMPOWER USERS** TO PLAY

AND LEARN FOR FREE IN A TIME WHEN TECHNOLOGY SKILLS ARE INCREASINGLY IMPORTANT AND **GAMING SYSTEM COSTS ARE SKYROCKETING.**

4. The **STREAM Network** is made up of multimedia, websites, and apps. Functions built by the creators will act as the moving parts that put the **NETWORK** into action.
 - a. **STREAM AWARDS**- gamers play for awards and get rewards for holding.
 - i. Jump into platforms like Twitter and Discord to earn STREAM.
 1. Monthly updates each epoch decided by creators.
 2. Monthly burn each Epoch.
 - b. **STREAM SCIENCE**- multimedia servers:
 - i. A facet of the network is described as users learning together to make multimedia and testing their creations.
 - ii. Creator Network
 1. Creators make their own content servers to teach others and spread the network (Game, Twitter, YouTube, Discord, Website, App).
5. END GAME
 - a. The main distribution wallet is empty.
 - b. Creators have all the **STREAM** and network control.
 - c. Users are free to award each other via the network built by the creators.
6. Closing
 - a. Revisit the WHY question.
 - i. **FREE** CROSS-PLATFORM GAMING NETWORK.
 - ii. Empower gamers and multimedia users of all types.
 - b. What will the users do once the system is Decentralized?
 - i. Build and use applications.
 - ii. Creator wallets can provide gamer point challenges at will.
 - iii. Users can award each other for gaming via the network.