



BPT (Best Patent Token)

Entertainment IP Infrastructure Whitepaper v2.0

1. Abstract (TL;DR)

BPT (Best Patent Token) is undergoing a strategic evolution from a patent-focused utility token into a global infrastructure layer for entertainment IP. Built on BNB Chain and leveraging Web3-native primitives, BPT provides the rails for entertainment IP to be modeled, registered, integrated, and monetized across the digital entertainment landscape. Narrative worlds, characters, in-game assets, and interactive experiences can be represented as on-chain IP objects and connected into P2E games, interactive storytelling platforms, metaverse environments, and online/offline events.

At the heart of this transformation is the conviction that the next generation of entertainment will not be produced by isolated studios alone, but by networked ecosystems of creators, partners, and audiences. Rather than building yet another consumer-facing marketplace or “earn app”, BPT focuses on infrastructure:

- AI-powered tools to structurally model IP,
- An on-chain registry to represent ownership and rights,
- Integration rails for games and entertainment platforms, and
- A global settlement layer for programmable revenue sharing.

These rails allow content production, curation, and distribution to be linked to transparent, on-chain economics, turning fragmented, opaque processes into a unified, verifiable IP lifecycle.

The project preserves its original token design — a fixed total supply of 5,000,000,000 BPT on BNB Chain — while pivoting its economic model from a narrowly defined patent use case to a fee-based, partnership-driven entertainment infrastructure. Platform revenues are generated through AI & IP structuring services, IP registry and rights management, partner integrations and licensing rails, and settlement and analytics fees. A portion of these revenues can be recycled into buyback-and-burn programs, ecosystem growth, and staking rewards, aligning token value growth with real usage and network expansion.

Within this new framework, BPT becomes the core utility and settlement token that powers access, configuration, and distribution across a growing network of partner games and entertainment applications. Rather than functioning as a short-lived speculative asset tied to a single product, BPT is positioned as the native operating token for a multi-year, multi-platform entertainment IP rail, with a roadmap that includes IP acquisition, game publishing collaborations, blockchain casino integrations (where compliant), and global IP onboarding.

By anchoring token value in actual IP activity — creation, rights configuration, partner integration, and revenue settlement — BPT aims to build a sustainable, long-term entertainment ecosystem. The ultimate vision is to make BPT a foundational token standard for Web3 entertainment IP infrastructure: one that democratizes access to global IP rails,

aligns incentives between creators and partners, and unlocks new forms of shared ownership and revenue in the \$3+ trillion global entertainment market.

2. Vision & Overview

2.1 From Patent Platform to Entertainment IP Infrastructure

BPT began as a token supporting patent-related services, focusing on drafting, structuring, and protecting intellectual property in a narrowly defined context. The next phase is a deliberate shift from a patent application tool to a general-purpose entertainment IP infrastructure layer, where:

- Creators and studios
 - Use AI-powered tools to structurally model stories, worlds, and characters into reusable IP blueprints.
- Partners (gaming studios, entertainment companies, metaverse projects, platforms)
 - Connect to BPT's registry and settlement rails to access IP, configure rights, and share revenue in programmable ways.
- Ecosystems (games, apps, services)
 - Integrate BPT as a backend layer for IP data, rights verification, and cross-border royalty settlement.

Instead of building a world where users interact only with a single app or marketplace, BPT aligns with the Web3 paradigm of “protocols over platforms”:

- IP is standardized and programmable, not locked inside one company's product.
- Value flows are transparent and automated, not dependent on opaque accounting.
- Multiple games, platforms, and regions can share the same IP rails without fragmenting their own UX.

BPT's role is to be the IP rail beneath entertainment, not the destination interface.

2.2 Core Value Proposition: IP as a Liquid, Global Asset Class

As BPT transitions into an entertainment-focused infrastructure, its core value lies in treating IP not just as “content” but as a programmable, tradable, and globally accessible asset class. This is expressed through two tightly linked pillars:

1. IP Tokenization & Liquidity
2. Global, Borderless Access

1) IP Tokenization & Liquidity

BPT turns entertainment IP—stories, characters, worlds, in-game items, and even game mechanics—into on-chain IP objects that can be created, valued, licensed, and reused across multiple environments.

From Creative Output to On-Chain IP Object

- IP is first modeled using BPT's AI-assisted tools (story/world modeling, character specification, asset schemas), which structure content into formal blueprints.
- Creators or rights holders then register these blueprints in BPT's on-chain IP registry, represented using NFT-like or similar token standards under the hood.
- Each registry entry acts as a canonical, tamper-proof reference for ownership, rights, and downstream usage, making value flows enforceable via smart contracts.

Composability and Flexible Ownership

- Entertainment IP often involves multiple contributors—writers, illustrators, studios, investors, co-producers. BPT's tokenization layer supports single-owner, multi-owner, and fractional ownership models.
- Rights can be split by media type (game, streaming, print, merchandise) and by region, and attached to different on-chain representations, allowing precise deals without rewriting contracts from scratch.
- IP is modular: a character, a setting, or a mechanics system can be reused or licensed into new works without breaking the underlying rights structure.

IP Integrated into Gaming and Interactive Economies

- BPT is designed so that IP registered on its rails can be plugged into partner games and apps, becoming playable characters, skins, quest lines, cosmetics, or event content.
- Game publishers and platforms can query the registry, verify rights, and integrate approved IP into their own stores, loot systems, or seasonal content pipelines.
- As partners embed BPT rails into their commerce systems, IP objects become economic primitives in game and app economies—backing items, passes, and experiences whose revenues can be traced back to IP holders.

Extension into Casino and High-Yield Use Cases (Where Compliant)

- Certain IPs—especially those with strong characters, themes, or aesthetics—can be licensed into casino-style games and interactive wagering content, subject to local regulations and compliance.
- In these cases, IP holders participate in the upside of high-engagement experiences: themed slots, table games, or event-based games that leverage their licensed IP.
- IP effectively evolves from static catalog entries into yield-generating digital assets, with revenue tied to real-world usage and engagement.

A Continuous IP Liquidity Layer

- Across AI modeling, registry entries, partner platforms, and high-engagement games, tokenized IP provides a continuous liquidity layer:
 - IP rights and revenue claims can be transferred, split, or bundled.
 - IP can accrue value as it appears in more products, attracts more users, and spawns derivative works.
- BPT, as the utility and settlement token, captures a portion of this activity through fees, staking, and buyback-and-burn mechanisms, aligning token value with the actual growth and circulation of IP on the network.

2) Global, Borderless Access

BPT is built as a global IP rail, enabling creators, studios, platforms, and investors from any region to collaborate and share value under a unified technical and economic framework.

Unified Settlement for a Fragmented World

- Traditional IP monetization is fragmented: different payment systems, slow cross-border wires, and opaque royalty statements.
- BPT replaces this with on-chain settlement: key flows—licensing fees, usage-based revenue shares, and performance bonuses—are handled in BPT, using smart contracts that enforce pre-agreed split rules.
- A creator in one country can license IP to a studio in another, and revenues from player activity in a third region can be settled back to all stakeholders in a single token and ruleset.

Transparent, Automated Royalties Across the Value Chain

- Smart contracts define who gets paid, how much, and under what conditions, eliminating most manual reconciliation.

- When a skin based on a registered IP sells inside a game, or a licensed casino game using specific characters generates revenue, BPT's settlement contracts automatically split the proceeds to entitled IP owners according to the configured rights tree.
- This transparency builds trust between creators, studios, platforms, and investors, making cross-border deals and long-term collaborations easier to structure.

Interoperable IP Across Platforms and Regions

- IP objects registered on BPT are chain-native but platform-agnostic:
 - They can be referenced and used by multiple games, webtoon platforms, novel portals, streaming services, or metaverse environments that adopt BPT's standards.
 - They are not locked into a single walled garden.
- As more partners connect, an IP registered once can be monetized many times in many places, with a consistent on-chain rights and settlement backbone.

Global IP Onboarding and Localization

- The ecosystem is designed to onboard IP holders from diverse industries and regions: comics, webtoons, novels, indie games, established franchises, and more.
- Localization and regional partnerships ensure that front-end experiences (language, UX, marketing, events) are tailored to local audiences, while the underlying rights and value flows remain consistent and on-chain.
- A webtoon artist in Asia, a novelist in Europe, and a small game studio in North America can all plug into the same IP economy and settle value in BPT.

Compliance-Aware, Still Global-First

- Regulations for tokens, NFTs, gaming, and casino content vary by jurisdiction. BPT's architecture allows experience-level controls—such as geofencing certain features or products—while preserving a unified on-chain IP and settlement core.
- This balance lets the ecosystem expand internationally without fragmenting its tokenomics or duplicating infrastructure per region.

3. Market Analysis & Opportunity

3.1 Global Entertainment & Interactive Media

The global entertainment and media market is projected to grow from \$2.9 trillion in 2024 to \$3.5 trillion in 2029, with an approximate 3.7% CAGR. Online, digital, and interactive segments lead this growth.

Illustrative segment outlook:

Segment	2025 Market Size	2030 Projection	CAGR
Streaming	\$214.6B	\$416.8B	21.5%
Gaming	\$289.7B	\$531.8B	12.9%
Interactive Entertainment	\$202.9B	\$270.3B	5.9%

Gaming and interactive media are structurally aligned with Web3-native value distribution: user ownership, transparent monetization, and composable digital assets. These are precisely the surfaces where tokenized IP and programmable rights offer the largest leverage — and where BPT is positioned as infrastructure.

3.2 P2E & Web3 Gaming

The Play-to-Earn (P2E) gaming market is forecast to expand from \$2.7B in 2024 to \$26.6B in 2034, representing a 25%+ CAGR. Mobile experiences dominate with nearly half of market share, and Asia-Pacific regions show some of the highest growth rates.

Key trends:

- Asset Ownership
 - In-game items are evolving into digital assets with real economic value, often represented on-chain.
- Interoperability
 - Growing demand for cross-game and cross-chain IP and asset usage, enabling items and characters to move between ecosystems.
- Participation in Value Creation
 - Players and communities increasingly expect to participate in upside, not just spend money.

BPT aligns with these dynamics by providing IP and settlement rails that allow:

- Games to incorporate externally registered IP in a standardized manner.
- Revenue from IP usage to automatically flow back to IP owners and contributors.
- Multiple products and chains to share IP while maintaining a consistent rights and settlement backbone.

Rather than being a single P2E game or reward app, BPT aims to be the invisible infrastructure underneath many of them.

3.3 Web3 Entertainment IP Tokenization

Web3 entertainment and gaming markets are projected to reach well over \$180B towards 2034. Within this domain, several trends are emerging:

- NFT-Based IP Fandom
 - Collectibles, fan badges, and digital merch deepen fandom and create new monetization channels.
- Metaverse & Event Extensions
 - Virtual concerts, branded spaces, and interactive events expand IP reach into persistent digital environments.
- Token-Based Governance & Participation
 - Fans and communities influence story arcs, character fates, and spin-offs via voting and governance mechanisms.
- Automated Royalties
 - On-chain royalty mechanisms (e.g., automatic splits on sales or usage) are increasingly standard.

BPT's strategy is to combine these trends into a coherent IP lifecycle — from ideation and modeling to registration, integration, and settlement — all underpinned by a single, infra-focused utility token. Instead of being another endpoint (marketplace, app, or game), BPT aims to be the IP rail that connects them.

4. BPT Platform Architecture & Core Features

BPT's architecture is designed so that everything a partner does with IP—modeling, registering, integrating, monetizing—can flow through four core layers:

1. AI-Powered IP Structuring Engine
2. On-Chain IP Registry & Tokenization Layer
3. Integration Layer for Games & Entertainment Partners
4. Global Settlement & Analytics Layer

4.1 AI-Powered IP Structuring Engine

The AI layer is the entry point of the IP pipeline: it turns raw creative ideas into structured, token-ready IP objects that partners can reliably integrate and monetize.

Narrative & World Modeling

- BPT's AI converts prompts and drafts into formalized IP blueprints:
 - Story bibles, character sheets, relationship graphs, world maps, and episode breakdowns.
- Each blueprint includes standardized metadata (genre, tone, themes, age rating, target audience), enabling downstream systems—games, publishers, platforms—to search, filter, and evaluate IP efficiently.

Character & Asset Specification

- Characters, locations, and key items are described creatively and technically:
 - Attributes, roles, progression potential, and intended use cases (e.g., main hero, NPC, boss, cosmetic skin).
- These schemas are designed so game studios and content partners can plug them directly into their pipelines (e.g., as data templates for modeling, animation, or quest systems).

IP Relationship & Versioning Graph

- The engine maintains a graph of relationships between IP elements:

- Which characters belong to which universe, which spin-offs reference which originals, which versions are canonical.
- This provides a clean foundation for licensing, spin-offs, and multi-platform adaptations, and makes it possible to track how value flows across derivative works.

This layer ensures that by the time IP hits the chain, it is already cleanly modeled, well-described, and integration-ready.

4.2 On-Chain IP Registry & Tokenization Layer

BPT focuses on an IP registry and tokenization layer that other platforms, marketplaces, and games can build on.

Registry of Record for Entertainment IP

- Each approved IP or IP component is registered on-chain as a unique IP record (which may use NFT or similar standards under the hood, without requiring a BPT-branded marketplace).
- The registry stores identifiers, ownership structures, rights constraints, and references to off-chain or partner-hosted assets.

Flexible Ownership & Rights Modeling

- The tokenization layer supports single-owner, multi-owner, and fractional models, reflecting real-world entertainment collaborations.
- Rights can be separated (e.g., game vs. TV vs. merchandise) and attached to different tokenized representations, allowing fine-grained deals without reinventing legal structures each time.

Licensing Hooks for External Platforms

- Instead of forcing everyone into one marketplace, BPT provides APIs and smart contract interfaces so that:
 - Existing NFT marketplaces, launchpads, or game platforms can reference BPT-registered IP as verified sources.
 - Licensing agreements can be executed via BPT contracts, even if discovery and promotion happen elsewhere.
- This makes BPT a backend IP rail that quietly powers multiple front-ends.

Compliance-Friendly Metadata & Access Controls

- The registry supports flags for age restrictions, regional restrictions, and usage constraints, helping partners align with local regulations.
- Access controls and whitelisting allow certain IP to be licensed only to vetted studios, regulated operators, or specific regions.

4.3 Integration Layer for Games & Entertainment Partners

The integration layer is where IP stops being static and starts living inside products: games, interactive apps, casino content (where compliant), and online/offline experiences.

Partner SDKs & API Endpoints

- BPT provides SDKs and APIs so that game studios, interactive platforms, and entertainment services can:
 - Query the IP registry for usable assets and rights,
 - Verify ownership and licensing status, and
 - Attach revenue-sharing logic to their own in-app purchases or events.
- This allows partners to integrate BPT IP without radical changes to their existing backends.

In-Game & In-App Entitlement Mapping

- IP records from the registry can be mapped to in-game or in-app entitlements (skins, characters, story episodes, DLC packs, event passes).
- When a partner app checks a user's wallet or account mapping, it can determine what content to unlock based on the IP rights attached to that user.

Support for Casino & High-Engagement Content

- For regulated environments such as casino-style or wagering content, the integration layer supports:
 - Controlled whitelisting of IP suitable for these experiences,
 - Reporting hooks and data feeds needed for regulatory compliance,
 - Revenue-sharing logic specific to high-engagement, high-yield games.

- BPT itself remains infra-level, leaving UX and regulatory front-lines to licensed partners.

Multi-Platform, Multi-Region Use

- The same IP registered on BPT can be integrated into multiple products—mobile games, PC titles, web experiences, VR/AR, or even offline events—using the same underlying identifiers and split rules.
- This is the technical basis for global, multi-platform IP reuse, without locking assets into a single ecosystem.

4.4 Global Settlement & Analytics Layer

To support global, borderless IP monetization, BPT provides a robust settlement and data backbone.

On-Chain Settlement Hub

- All IP-related financial flows that choose to use BPT rails—licensing fees, usage-based revenue shares, participation bonuses—are settled on-chain in BPT.
- Partners can batch-report transactions (e.g., monthly sales, event revenue) into the settlement contracts, which then route funds according to each IP's ownership and split configuration.

Programmable Revenue Splits

- The settlement contracts support complex split trees:
 - Creators, studios, investors, and other stakeholders can each receive their defined share automatically.
 - Different products or regions can have different split rules while still tying back to the same root IP object.
- This drastically reduces the friction and ambiguity of cross-border royalty accounting.

Global Analytics & Attribution

- The analytics layer aggregates data on which IP is used where, by whom, and with what economic outcome.
- Creators, partners, and investors gain dashboards showing:

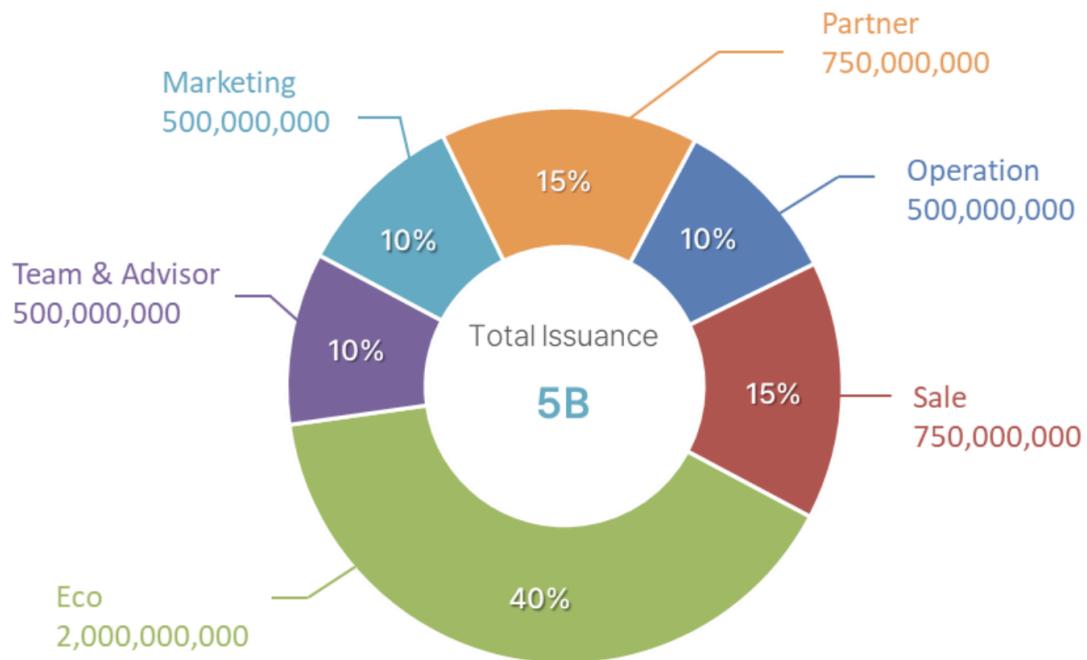
- Top-performing regions and platforms,
- Revenue composition by product or license,
- Engagement patterns that inform future expansions or spin-offs.
- Over time, this forms a global IP intelligence layer, improving price discovery and deal-making for everyone.

Institutional & Compliance Support

- Transparent, auditable on-chain records make it easier to work with institutional partners, investors, and regulators.
- Aggregated and anonymized reporting can be provided to partners who need proof of fair distribution and proper settlement across multiple jurisdictions.

5. Tokenomics

Token Allocation



5.1 Token Overview

- Token Name: Best Patent Token
- Ticker: BPT
- Network: BNB Chain
- Total Supply: 5,000,000,000 BPT (fixed)
- Smart Contract Address: `0x07cce0b93cde5e14a00e680fb39c189c7a2b7d93`

The project maintains the original fixed-supply design. No further token mints are planned. Value accrues through utility, fee capture, and buyback & burn mechanisms tied directly to usage of the BPT IP rails.

5.2 Utility Within the Entertainment Ecosystem

Within the entertainment ecosystem, BPT functions as the work token and settlement token that powers every stage of the IP lifecycle. Its utility maps directly onto the four core capabilities of the platform:

1. Structurally modeled and tokenized

2. Registered and tracked on-chain
3. Integrated into games and entertainment platforms
4. Settled globally with transparent revenue sharing

1) Utility for Structurally Modeled & Tokenized IP

At the first stage, BPT is used to transform raw creative ideas into structured, token-ready IP objects:

- Access to IP Modeling Tools
 - Creators and studios use BPT to access advanced AI workflows that turn prompts, drafts, and design documents into fully structured IP blueprints (story bibles, character sheets, world models).
- Tokenization and Packaging of IP
 - BPT is used to package modeled IP into discrete tokenized objects (universe, series, character set, content pack) that downstream systems can recognize and work with.
- Premium & Enterprise Features
 - Higher-volume users and enterprise partners can spend or stake BPT to unlock premium modeling features, custom templates for specific game genres, or deeper integration into their internal pipelines.

2) Utility for IP Registration & On-Chain Tracking

At the second stage, BPT secures the on-chain presence and integrity of IP:

- Registration & Update Fees
 - Each new IP object (or major update to an existing one) is registered in the on-chain IP registry using BPT, covering indexing, validation, and assignment of standardized identifiers.
- Ownership & Rights Configuration
 - BPT is used to configure and maintain ownership structures and rights splits (e.g., multiple contributors, separated media rights, regional constraints). More complex structures may require higher BPT commitments.
- Verification & Reputation Staking

- IP owners, studios, or partners can stake BPT to signal trustworthiness, secure higher verification tiers, and improve visibility within the registry, making it easier for external partners to rely on their IP records.

3) Utility for Integration into Games & Entertainment Platforms

At the integration stage, BPT is the economic rail that connects IP with real products:

- Partner Integration & Usage Fees
 - Game studios, platforms, and entertainment services pay integration or coordination fees in BPT when they connect their systems to the registry and start consuming IP data and rights.
- Licensing Rails & Entitlement Mapping
 - BPT is used to activate and manage licensing arrangements that link on-chain IP rights to in-game or in-app entitlements (characters, skins, episodes, event content), ensuring that usage is correctly tied back to the registered IP.
- Stake-Backed Partner Commitments
 - Partners may stake BPT as an economic bond to access certain IP pools, secure better terms, or participate in joint programs, aligning their long-term incentives with the ecosystem.

4) Utility for Global Settlement & Transparent Revenue Sharing

In the final stage, BPT is the unit of account and settlement medium for IP-related value flows:

- Royalty & Revenue Distribution
 - Licensing fees, usage-based revenues, and other monetization flows reported by partners are settled through smart contracts in BPT, which automatically distribute funds according to each IP's configured ownership and split rules.
- Cross-Border, Multi-Platform Settlement
 - Because settlement occurs on-chain in a single token, BPT provides a unified mechanism for cross-border royalties, even when end-user payments occur in different currencies or on different platforms.
- Governance & Network Configuration

- BPT holders can participate in governance over key economic parameters—such as registry fees, integration fee bands, standard split templates, and dispute-resolution policies—helping steer how value is shared across the network.
- Access to Performance Analytics
 - Advanced analytics on IP performance, regional revenue breakdowns, and partner activity can be accessed via BPT-based subscriptions or staking, making BPT the gateway to actionable IP intelligence.

5.3 Value Stabilization & Accrual

To support sustainable growth and mitigate excessive volatility, BPT incorporates several value-alignment mechanisms:

Buyback & Burn

- A portion of platform fee revenue (e.g., from AI/IP services, registry fees, integration usage, and settlement coordination) is used to buy BPT from the open market and permanently burn it.
- Over time, this reduces effective circulating supply and creates deflationary pressure tied directly to network usage.

Fee Recycling to Ecosystem

- Another portion of fees is recycled into ecosystem growth:
 - IP onboarding incentives,
 - Co-development or co-marketing programs,
 - Regional expansion initiatives.
- This stimulates usage and strengthens network effects.

Staking & Locking Mechanisms

- Users can stake BPT to:
 - Receive a share of protocol revenues,

- Boost voting weight in governance,
- Access premium tools, analytics, or IP pools.
- Long-term locking options can provide higher yields, aligning incentives with ecosystem health and stability.

Demand Drivers

- More IP, more partners, and more revenue settled on BPT rails all lead to higher structural demand for BPT to:
 - Pay for modeling and registry services,
 - Configure rights and integrations,
 - Stake for access and governance,
 - Participate in revenue sharing.

6. Business Model & Revenue Streams

BPT's business model is infrastructure-first.

Rather than operating its own NFT marketplace or user-facing "earn" platform, BPT earns revenue by providing the rails that allow entertainment IP to be:

- Structurally modeled and tokenized,
- Registered and tracked on-chain,
- Integrated into games and entertainment products, and
- Settled globally with transparent revenue sharing.

All major revenue streams are designed to be payable in BPT, creating long-term token demand and clear value capture.

6.1 Design Principles

BPT's business model is built around three principles:

1. Infra, Not Front-End
 - BPT powers IP data, rights, and settlement underneath existing games, platforms, and marketplaces, instead of competing with them at the user interface layer.
2. Usage-Based Monetization
 - Revenue grows with the volume and complexity of IP managed on BPT rails—more IP modeled and registered, more partner integrations, more revenue settled → more fees.
3. Token-Aligned Value Capture
 - Fees are denominated in BPT, and a portion is used for buyback & burn, ecosystem growth, and ongoing development, directly tying network usage to token value.

6.2 Core Revenue Streams

1) AI & IP Structuring Services

BPT generates revenue from AI-powered IP modeling and packaging:

- Usage Fees for IP Modeling

- Creators, studios, and IP owners pay in BPT to use advanced workflows:
 - Story/world modeling,
 - Character and asset specification,
 - Relationship and versioning graphs.
- Premium & Enterprise Tiers
 - Higher-fee tiers provide:
 - Custom templates for specific genres or platforms,
 - Priority processing and throughput,
 - Dedicated support and deep integration into studio pipelines.

This stream scales with the number and sophistication of IP projects using BPT to standardize their content before production or licensing.

2) IP Registry & Rights Management

The on-chain IP registry and rights engine is a key monetization layer:

- Registration & Maintenance Fees
 - New IP entries and major updates (new seasons, spin-offs, extended rights) incur BPT-denominated fees.
 - More complex rights trees (multi-party ownership, regional splits, media-type splits) command higher fees, reflecting their higher operational and governance overhead.
- Verification & Reputation Services
 - IP owners and studios can stake or spend BPT to obtain:
 - Verified status,
 - Higher trust tiers,
 - Better discoverability in partner-facing tools.

This stream scales with the breadth and depth of IP catalogs using BPT as their canonical record of rights.

3) Partner Integrations & Licensing Rails

BPT monetizes the connection layer between IP and real products:

- Integration Fees
 - Game studios, platforms, and entertainment services pay BPT-based fees to:
 - Integrate SDKs/APIs,
 - Connect their entitlement systems to BPT's registry,
 - Use standardized licensing and split templates.
- Ongoing Usage Fees
 - As partners query the registry, resolve rights, and trigger licensing logic at scale, they incur usage-based fees (e.g., per call, per IP, or per active integration).
- Stake-Backed Access & Benefits
 - Partners can stake BPT to:
 - Access premium IP pools,
 - Reduce per-usage fees,
 - Join co-development or co-marketing programs.

This stream scales with the number of partners and the extent of IP usage across their products.

4) Global Settlement & Analytics

The settlement and analytics layer generates recurring, defensible revenue:

- Settlement Coordination Fees
 - When partners route licensing fees or usage-based revenues through BPT settlement contracts, a small percentage is taken as a protocol fee (in BPT).
 - The remainder is automatically distributed to IP stakeholders according to on-chain split rules.
- Analytics & Intelligence Subscriptions

- IP holders, studios, investors, and partners can subscribe (in BPT) to analytics dashboards showing:
 - IP performance across regions,
 - Revenue breakdowns by platform and product,
 - Engagement and usage patterns.

This stream scales with the volume of economic activity processed via BPT and the demand for data-driven decisions around IP.

5) Strategic Programs & Enterprise Services

Additional, more bespoke revenue lines include:

- Joint Programs with Large IP Holders
 - Co-funded initiatives (e.g., migrating a large catalog onto BPT rails, or standardizing rights for a major franchise), with BPT receiving BPT-denominated fees or long-term revenue shares.
- Consulting & Integration Support
 - Enterprise-level support for complex IP/rights migrations, system integration, and regulatory alignment, paid in BPT or via hybrid structures.

These streams deepen relationships with high-value IP owners and top-tier studios, anchoring BPT as critical infrastructure.

6.3 Value Capture & Token Sink

Fees collected in BPT are allocated along three main paths:

1. Protocol Operations & Development
 - Sustains core engineering, security audits, infrastructure costs, and partner support.
2. Ecosystem Growth
 - Funds grants, co-marketing, IP onboarding incentives, and regional expansion programs.
3. Buyback & Burn / Deflationary Mechanisms

- A portion of net fees is used to buy BPT on the open market and burn it, gradually reducing effective supply and linking network usage directly to token scarcity.

6.4 Scalability of the Model

Because BPT monetizes:

- The number and complexity of IPs modeled and registered,
- The breadth of integrations across games and platforms, and
- The volume of revenue settled through its contracts,

its business model is inherently scalable and network-driven.

As more entertainment IP chooses BPT as its backend rail, both fee revenue and token value capture are designed to grow with the ecosystem—without BPT needing to compete at the front-end level.

7. Roadmap & Execution Plan

The BPT roadmap spans three major phases: platform transition, IP & gaming expansion, and global scale.

7.1 Phase 1: Platform Transition (2025)

2025 Q4~2026 Q2

- Rebranding and UX Overhaul
 - Transition from a patent-centric identity to a creative-centric entertainment IP infrastructure brand.
 - Update UX to emphasize IP modeling, registry, and partner integration rather than consumer-facing tools.
- Deployment of Initial AI Creative Tools
 - Launch story and character generation tools oriented toward structured IP modeling, tightly integrated with upcoming registry schemas.
- Onboarding and Education Campaigns
 - Educate existing community members and early partners on the new IP rail vision, focusing on how to model, register, and integrate IP using BPT.
- Launch of the On-Chain IP Registry & Tokenization Layer
 - Deploy the first version of the BPT IP registry with schemas for stories, characters, and game-ready assets, including rights modeling.
- Release of Partner-Facing SDKs/APIs
 - Provide SDKs and API endpoints that allow partners to query IP entries, verify rights, and connect their entitlement systems.
- First Pilot Integrations and Co-Creation Programs
 - Run pilot programs with selected game or entertainment partners to test IP registration, integration, and basic revenue settlement using BPT.
 - Use the AI IP structuring engine in collaboration with partners to co-design initial IP suited for integration.

7.2 Phase 2: IP & Gaming Expansion (2026–2027)

2026 Q1–Q2

- Acquisition and Onboarding of Blockchain Game IPs
 - Collaborate with existing blockchain game IPs to migrate or map their IP structures onto BPT's registry rails.
- Publishing & Integration Initiatives
 - Support selected game titles that choose BPT as a native IP and settlement rail, with BPT powering licensing logic and royalties behind the scenes.
- Game IP Patent & Innovation Program
 - Launch a program encouraging developers to submit game-related mechanics and IP concepts, linking back to BPT's patent heritage while onboarding them into the registry.

2026 Q3–Q4

- Deep Integration into Game Commerce Systems
 - Work with partners to embed BPT IP rails into in-game stores, item systems, and digital goods pipelines operated by the partners themselves.
- Onboarding Casino Game IPs (Where Compliant)
 - Secure partnerships for casino game IPs that are suitable for compliant on-chain or hybrid deployment, with BPT managing IP rights and settlements.

2027 Q1–Q2

- Integration of Blockchain Casino Experiences
 - Coordinate with licensed operators to integrate BPT IP rails into blockchain casino-style experiences, using BPT for royalty and revenue settlements (where legally permitted).
- Deeper Interoperability with Live Game Environments
 - Expand interoperability between IP created/registered on BPT and live game environments, covering loot, skins, story events, and multi-title IP usage.

2027 Q3–Q4

- Global IP Expansion
 - Onboard international IP holders (comics, novels, webtoons, games) into the BPT registry, increasing catalog diversity and global reach.
- Global Service Rollout
 - Scale localization, regional partnerships, and marketing campaigns targeting key markets in Asia, North America, and Europe.
 - Consolidate BPT's position as a global entertainment IP rail used across multiple regions and sectors.

8. Conclusion

BPT is evolving from a patent-focused token into a comprehensive entertainment IP infrastructure protocol. By concentrating on four core capabilities—structured IP modeling, on-chain registry, partner integration, and global settlement—BPT provides the underlying rails for entertainment IP to move freely and monetize efficiently across games, platforms, and regions.

With a fixed supply of 5,000,000,000 BPT and a usage-driven, fee-based business model, the project ties token value directly to real-world IP activity: the volume of IP modeled, registered, integrated, and settled on its rails. The roadmap from 2025 to 2027 outlines a clear progression from platform transition to gaming and casino integrations to global IP onboarding.

In a world where entertainment is increasingly digital, interactive, and global, BPT aims to become the standard IP rail for Web3 entertainment — quietly powering the rights, revenue, and relationships that sit behind the next generation of stories, characters, and experiences.