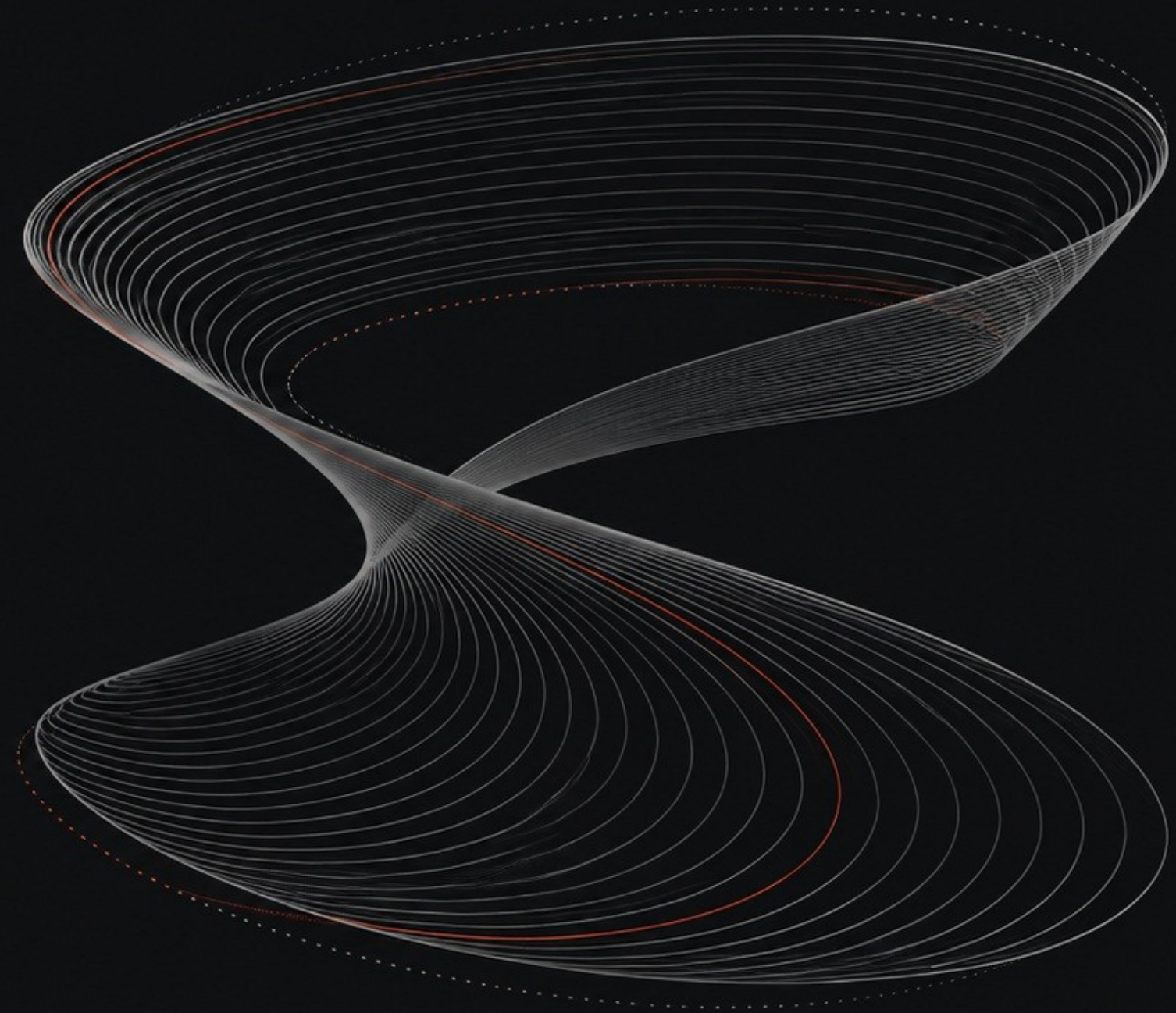


OVRYDE / INVESTOR PRESENTATION

# Ovryde. From infrastructure to enterprise product.

Integrating esports, outcome experiences and agentic operations on Hybrid Arena and Hybrid Chain.



01 / THE CUSTOMER PROBLEM

# A product needs more than a collection of APIs.

An operator must connect the customer experience to the systems and teams behind it.

**Game & event data**

**Identity & access**

**Payments & evidence**

**Operations & support**

What happened?

Who can participate?

What was authorized?

Who resolves exceptions?

**Ovryde integrates the experience, the workflows and the operating handoff.**

02 / THE FIRST CUSTOMER

# Start with operators who own an audience.

The initial commercial focus is a branded Arena experience with a defined operating owner.

|                              |                                     |
|------------------------------|-------------------------------------|
| <b>Competition platforms</b> | <b>A connected match experience</b> |
|------------------------------|-------------------------------------|

Match views, achievement rules and inspectable outcomes.

|                          |                                         |
|--------------------------|-----------------------------------------|
| <b>Creator platforms</b> | <b>Participation around an audience</b> |
|--------------------------|-----------------------------------------|

Branded engagement and transparent royalty projections.

|                             |                                      |
|-----------------------------|--------------------------------------|
| <b>Enterprise operators</b> | <b>A product their teams can run</b> |
|-----------------------------|--------------------------------------|

Identity, payment integration, operational views and support.

# Arena makes the proposition visible.

An actual public product demonstration, with five perspectives on one synthetic match.

01 Match room

02 Spectator

03 Arena Moments

04 Creator revenue

05 Arena Proof

RESUMED FEED

0 EVENTS

Start with the action.

Follow the score, player statistics, and event sequence. The shared demo clock is controlled by an authorized presenter; a scheduled or paused match may have no events yet.

PLAYER VIEW · LIVE MATCH

SCHEDULED

TEAM AXIOM

0

RHEA · ATLAS

TEAM VERTEX

0

NOVA · ECHO

NORMALIZED GAME FEED

SERVER → EVIDENCE

Waiting for the first authenticated match event...

- 01

Experience

Match room and spectator participation.
- 02

Engagement

Programmable Moments and creator economics.
- 03

Evidence

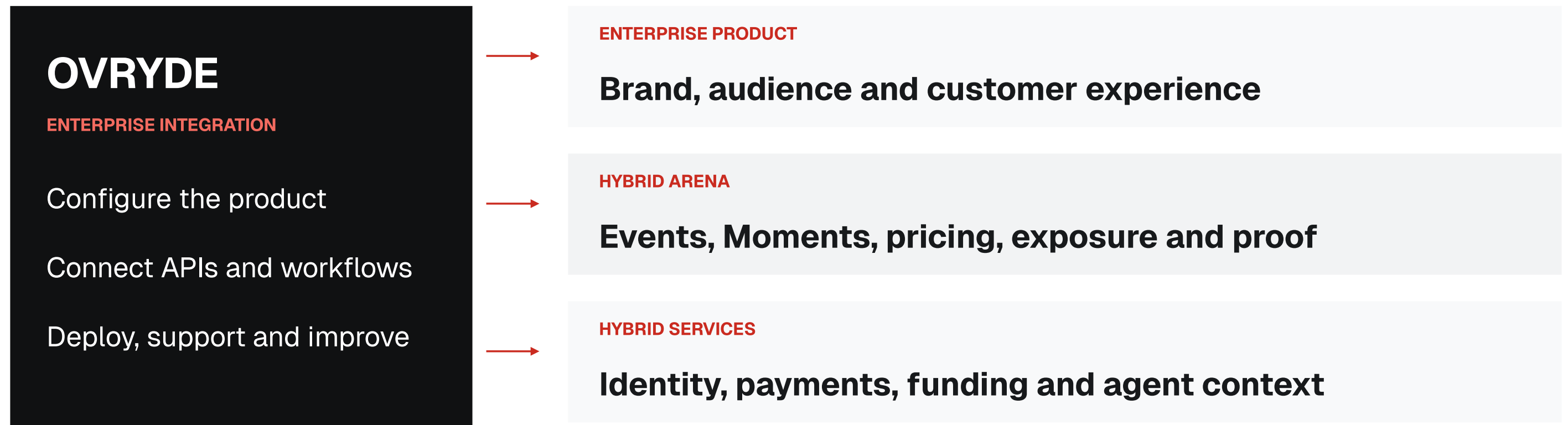
Inspect the records behind the outcome.

[Explore the public demonstration](#)

## 04 / WHY OVRYDE

# One delivery partner. Clearly defined technology roles.

The enterprise owns its proposition. Ovryde connects the layers that make it work.



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**05 / PRODUCT VALUE**

# Participation in front. Operational clarity behind it.

Build the audience experience and the operator experience around the same underlying records.

---

**FOR THE AUDIENCE**

## A reason to participate

Follow the match and its outcomes.

Explore event-based achievements.

Understand creator-revenue projections.

---

**FOR THE OPERATOR**

## A result to inspect

Review quotes, positions and exposure.

Trace an outcome to its event evidence.

Connect the selected payment workflow.

---

**06 / THE DIFFERENTIATION THESIS**

# Connect the explanation to the same record as the experience.

The advantage to develop is a connected product, not another disconnected interface.

## Shared event state

Match, Moment and economic views derive from a common engine.

---

## Inspectable evidence

Portable proof links the result to retained inputs.

---

## Reusable integration

Brand-neutral interfaces support different enterprise experiences.

---

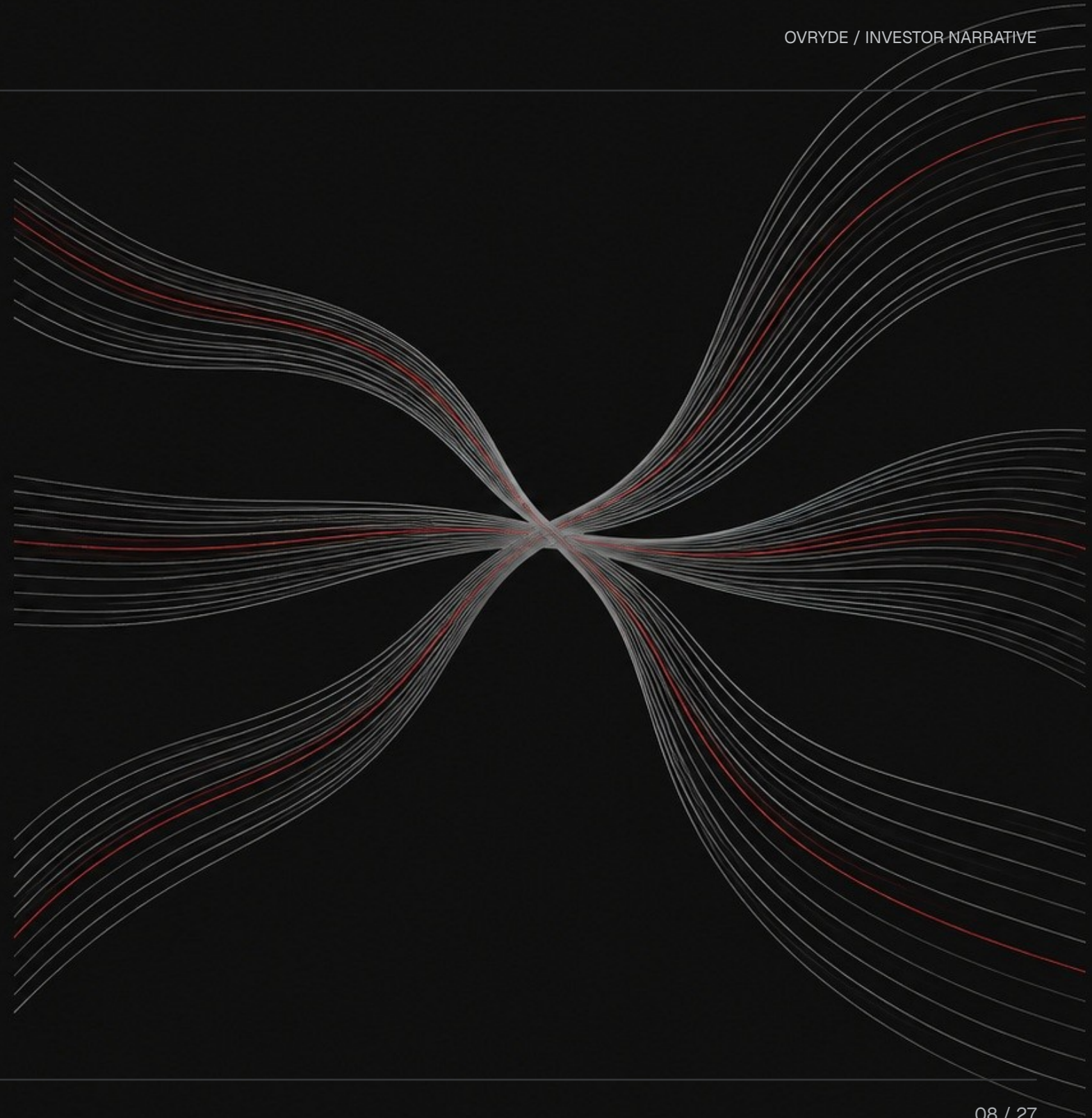
**The business thesis: reuse integration work as each customer adds capabilities.**

## 07 / AGENTIC OPERATIONS

# Let agents prepare. Keep people in control.

Turn an operator request into a structured, reviewable workflow connected to authoritative systems.

The agent coordinates. The engine calculates.  
The authorized user approves.

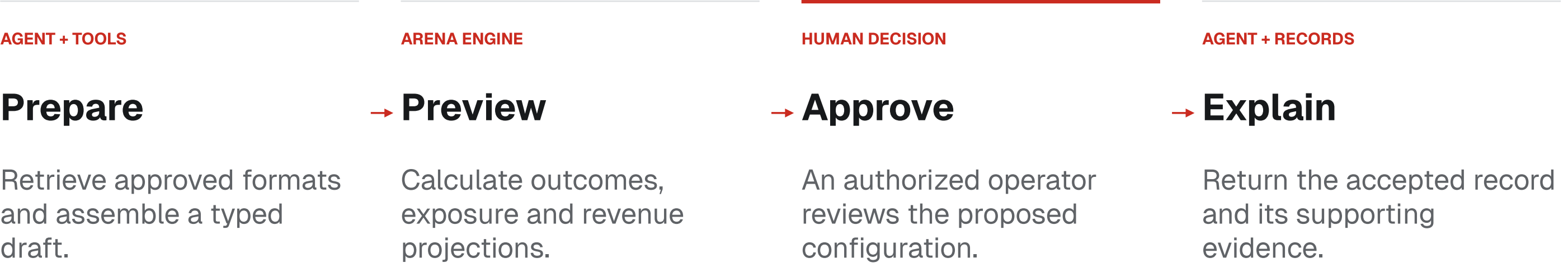


# From an operator brief to a reviewed competition.

A concrete product concept: the Competition Producer assistant.

OPERATOR

Prepare a two-team competition with a headshot Moment and a creator-revenue preview.



09 / CONNECTED PAYMENTS

# Connect the experience to the right payment path.

Ovryde integrates payment workflows without confusing a projection with money moved.

COMMERCE / CUSTOMER PURCHASE

## Request

Payment link or checkout

→ **Confirm**

Provider response and callbacks

→ **Reconcile**

Order and payment record

ARENA / NATIVE FUNDING

## Prepare

Customer-bound funding context

→ **Authorize**

Separate consent and signing

→ **Reconcile**

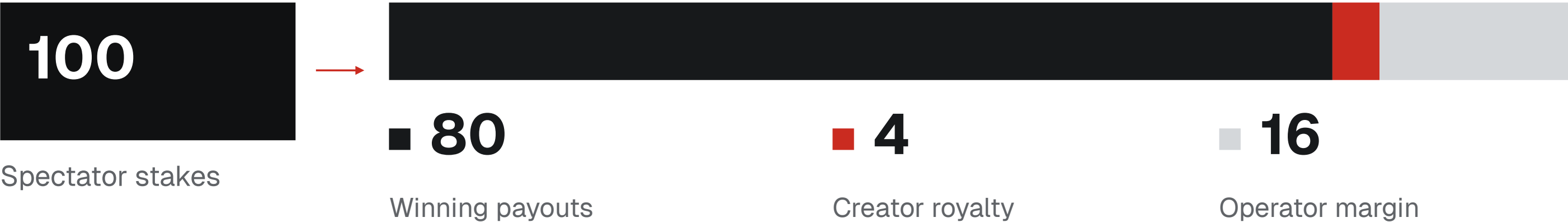
Authoritative Core result

10 / TRANSPARENT PRODUCT ECONOMICS

# Show where each unit goes.

Separate participant payouts, creator royalties and operator economics from the reserve.

STAKE ALLOCATION



SEPARATE RESERVE

20 units supplied → 20 unused units returned

## 11 / OVRYDE BUSINESS MODEL

# An implementation engagement. An ongoing enterprise relationship.

Proposed revenue streams follow the work delivered and the services contracted.

**IMPLEMENT****SUPPORT****EXPAND**

## Build the first product

Discovery, configuration, adapters and deployment.

## Maintain the relationship

Contracted software access, maintenance and support.

## Add the next capability

Agent workflows, new experiences and agreed usage services.

# Start narrow. Earn the right to expand.

Use Arena as the initial integration offer; reuse the foundation as the account develops.

01

## First engagement

A branded esports experience for a defined operator and audience.

02

## Deeper relationship

Operational tooling, creator services and agent-assisted workflows.

03

## Adjacent products

Prediction-market integrations and other authorized outcome products.

---

**13 / EVIDENCE & NEXT MILESTONES**

# **A demonstrable foundation. A commercial case to validate.**

Separate what can be inspected today from what the next engagement must establish.

---

**INSPECT TODAY**

## **Public Arena demo and versioned engine/SDK.**

Match views, pricing, exposure and portable proof.

---

**VALIDATE NEXT**

## **A scoped customer engagement and its economics.**

Delivery cost, commercial rights and willingness to pay.

---

**DEVELOP FROM THERE**

## **Repeatable integrations and contracted support.**

Expand only after customer and operational validation.

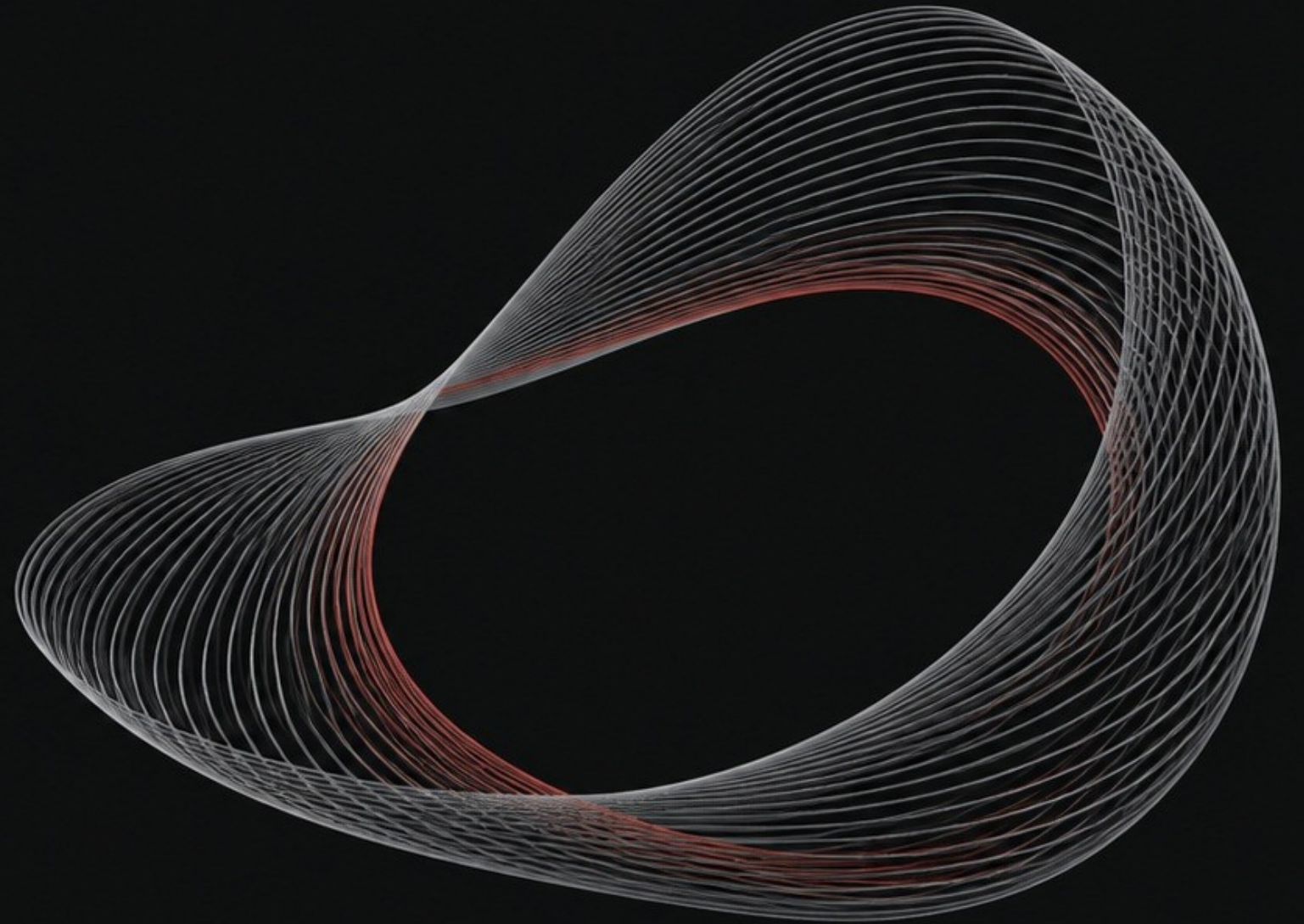
14 / BUILD WITH OVRYDE

# Make the next enterprise product a connected one.

Ovryde brings the integration.  
Hybrid Arena provides the product foundation.  
Hybrid Chain connects the infrastructure.

Discuss a strategic partnership around a scoped Arena  
engagement and a repeatable delivery model.

[Discuss an enterprise integration](#)



APPENDIX 01 / ARENA MOMENTS

# Turn gameplay events into programmable achievements.

Versioned predicates make each Moment inspectable and repeatable.

MOMENT DEFINITION / ILLUSTRATIVE

```
OBSERVATION WINDOW  round
EVENT               player_eliminated
MINIMUM COUNT       2
FILTER              headshot eq true

RESULT              event-linked verdict
```

### Typed conditions

Actor, team, weapon, headshot, health and round fields; equality and supported numeric comparisons.

### Precise windows

Round, map or match scope. A round-scoped rule cannot combine events from different rounds.

### Reusable catalog

Compose up to 32 clauses, with up to 16 filters per clause, into versioned achievement definitions.

## APPENDIX 02 / PRICING &amp; EXPOSURE

# Explainable opening prices. A bounded market book.

Arena couples a versioned probability model with deterministic acceptance and exposure calculations.

$$p = (\text{observed occurrences} + \text{prior occurrences}) / (\text{observations} + \text{total prior})$$

01

## Versioned quotes

Beta-binomial estimates, configured overround, two-sided fixed odds and retained data commitments.

02

## Position controls

Per-user stake and per-outcome payout limits; exact opening odds remain bound to acceptance.

03

## Portfolio exposure

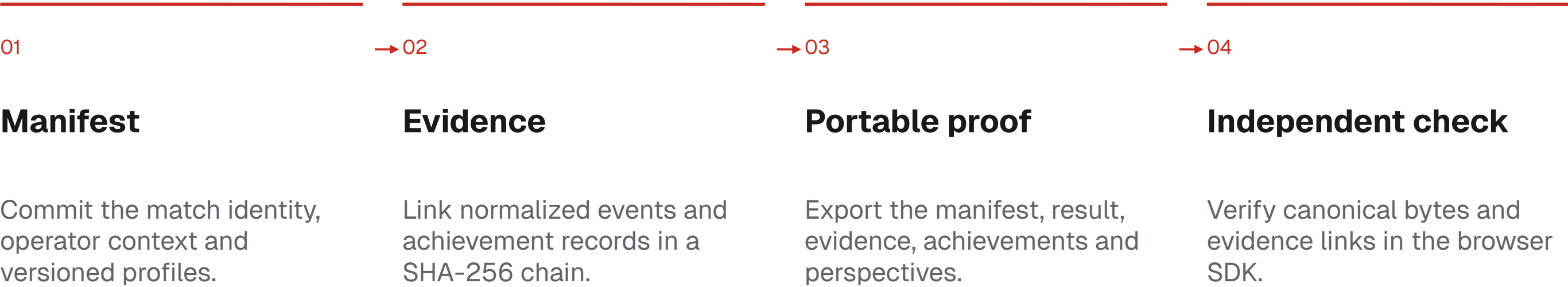
Compatible joint-outcome scenarios identify the worst-case payout across correlated markets.

APPENDIX 03 / VERIFIABLE OUTCOMES

# A result you can explain.

# A record you can inspect.

The proof package connects the outcome back to the engine state and the events used to derive it.



Public proof integration: a durable outbox retains the exact publication request and its matching accepted receipt.

APPENDIX 04 / HYBRID CHAIN PAYMENTS

# Connect participation to the right payment workflow.

Commerce payments and native-wallet settlement are complementary paths, not interchangeable states.

COMMERCE INTEGRATION

## Request

Payment link or checkout

→ **Confirm**

Provider response & callbacks

→ **Reconcile**

Order, delivery & payment record

ARENA NATIVE ESCROW

## Prepare

Owned entry or accepted position

→ **Authorize**

Customer consent & wallet signing

→ **Settle**

Core result & reconciliation

APPENDIX 05 / THE FUNDING HANDOFF

# A precise bridge from Arena to Hybrid Core.

The implemented handoff describes an exact funding request, rather than treating a projected balance as money moved.

|                    |                                                                                   |
|--------------------|-----------------------------------------------------------------------------------|
| Operation          | POST /api/v2/funding/settlement-intents                                           |
| Intent             | INTERNAL_TRANSFER; exact decimal amount, asset, network and destination reference |
| Binding            | Retained instruction + manifest + operator-profile commitments                    |
| Gateway completion | Owner activation, recipient preflight commitment and sender sequence              |
| Authorization      | funding:write + funding:consent; fresh customer approval and native/MPC signing   |
| Result boundary    | Draft preparation keeps submission, wallet_signed and value_moved false           |

APPENDIX 06 / AI WALLET CONTROL

# An agent can propose a payment. Policy makes the decision inspectable.

Hybrid supplies a separately scoped decision interface that Ovryde can integrate into an Arena assistant.

|                  |                                                                                      |
|------------------|--------------------------------------------------------------------------------------|
| Workload context | Signed Workload Identity binding and an independently enrolled operational wallet    |
| Permissions      | Separate ai-wallets:read and ai-wallets:evaluate capabilities                        |
| Policy           | Versioned commitments; wallet permissions are not rewritten by the prompt            |
| Budgets          | Native-asset budget inspection with exact amounts, not a blended cross-asset balance |
| Evaluation       | Typed, side-effect-free intent check returning an explainable policy result          |
| Execution        | Separate consent, signing and payment services; not granted by an allowed evaluation |

APPENDIX 07 / OPERATOR EXPERIENCE

# One working view for the teams behind the event.

Use the current Arena read models as the baseline for a branded operational workspace.

01 **Match supervision**

Shared playback and synchronized match state across customer and administrative surfaces.

02 **Position visibility**

Pseudonymous accepted wagers, opening odds, stake, outcome and acceptance sequence.

03 **Risk visibility**

Per-user and outcome limits, correlated book exposure and utilization.

04 **Pricing history**

Versioned model inputs, retained counts, calibration records and quote commitments.

05 **Outcome review**

Evidence-linked perspectives and adjudication-assurance projections.

06 **Creator reporting**

Attributed revenue calculations, manifest fee schedule and deterministic allocations.

## APPENDIX 08 / WHITE-LABEL PLATFORM

# Different brands. A shared technical core.

Ovryde can package the experience for enterprise distribution without coupling the engine to a customer theme.

**PRESENTATION**

Brand-owned application, domain, content and customer journeys

**CLIENT CONTRACT**

Brand-neutral TypeScript SDK; no shell, CSS or server credentials

**OPERATOR CONTEXT**

Tenant, operator, brand, jurisdiction, fee and settlement profiles in the manifest

**SHARED ENGINE**

Versioned APIs, match and market state, pricing, economics and evidence

APPENDIX 09 / TECHNICAL PROFILE

Concrete building blocks.  
Clear integration surfaces.

Technical profile of the reviewed Arena implementation, not throughput or availability promises.

|             |                                                                                         |
|-------------|-----------------------------------------------------------------------------------------|
| Engine      | Rust 2024; Axum HTTP layer; Tokio async runtime; Serde typed JSON                       |
| Protocol    | /arena/v1; closed JSON Schema Draft 2020-12 contracts                                   |
| Client      | React / TypeScript application and brand-neutral Arena SDK 0.9.0                        |
| Authority   | HMAC request projections; exact target/body binding for writes; 60-second replay window |
| Proof       | SHA-256 evidence links; arena-json-sorted-v1 canonicalization; browser verification     |
| Persistence | Atomic stores for retained receipts, replay commitments, playback and proof outbox      |

APPENDIX 10 / DEVELOPER INTEGRATION

# Expose the right tools to the right application.

Representative implemented engine routes for server-side adapters; not direct browser access to the private engine.

|                                    |                                                  |
|------------------------------------|--------------------------------------------------|
| GET /arena/v1/demo/snapshot        | Current synthetic match and economic projection  |
| GET /arena/v1/demo/events          | Bounded, resumable event feed with signed cursor |
| GET /arena/v1/demo/wager-preview   | Authoritative quote and exposure simulation      |
| GET /arena/v1/demo/proof           | Portable, verifiable proof package               |
| POST /arena/v1/escrow-instructions | Retained, customer-bound funding preparation     |
| GET /arena/v1/admin/overview       | Capability-restricted operational read model     |

APPENDIX 11 / AGENT-ASSISTED FEATURES

# Six useful copilots around one connected platform.

Product concepts Ovryde can implement against the available Arena and Hybrid interfaces.

01 **Competition producer**

Turn an operator brief into a draft match format, participant flow and reviewed rule configuration.

02 **Market designer**

Suggest outcome templates and source mappings; preview pricing and exposure before publication.

03 **Event analyst**

Summarize the match, explain a Moment and cite the exact engine evidence behind the explanation.

04 **Operations assistant**

Monitor read models, explain exposure changes and prepare investigation or intervention requests.

05 **Payment coordinator**

Prepare funding context, inspect policy decisions and track authoritative payment or exception states.

06 **Creator concierge**

Explain royalty projections, prepare campaign summaries and organize partner follow-up.

APPENDIX 12 / TECHNICAL BASIS

# Sources and presentation notes.

Prepared from David's supplied investor deck, the current public product and versioned Arena source.

|                    |                                                                                                                        |
|--------------------|------------------------------------------------------------------------------------------------------------------------|
| Public product     | Arena demonstration, Payments & Commerce and AI Wallet Control product pages.                                          |
| Technical source   | Arena engine b291d68: protocol, predicates, pricing, exposure, economics, proof, authority and Core handoff.           |
| Client contracts   | Arena client 0e04880 / SDK 0.9.0: proof verification, escrow handoff, creator economics and shared playback.           |
| Editorial revision | Ovryde-led investor narrative; public product detail; agent workflow; payment allocation; retained technical appendix. |