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Hype Printer: A Formalized *HYPE* Reward Economy

On HyperEVM, market activity around **$HYPER** is converted into HYPE distributions for holders — a token measured not only by its chart, but by the HYPE it has returned.

$HYPER | HYPE-denominated | Backed by div.fun

ABSTRACT

The system described here is a reward token economy in which market activity around a token is converted into HYPE distributions for holders. Hype Printer formalizes this model on HyperEVM. The resulting asset, $HYPER, has two economic outputs: a market price, determined by trading and liquidity, and a realized distribution stream, paid to holders in HYPE. Every trade contributes to a shared reward mechanism, turning volume into explicit holder payouts and creating a feedback loop between attention, liquidity, holder conviction, and cumulative HYPE distributed.

1 Introduction

Token launches have converged around a familiar pattern. A token is created, priced by a market, traded by participants, and judged mainly by market capitalization, liquidity, and price performance. In this model, trading activity is visible, but its value is mostly indirect. Volume may signal attention, momentum, or demand, but it does not necessarily return value to the holders who carry the token over time.

Reward tokens modify this structure. Instead of treating volume only as a market signal, they route a portion of trading activity back to holders. A token can therefore produce two forms of value: price exposure through the market, and realized payouts through its reward mechanism. Hype Printer applies this model to HyperEVM with a single native objective: **distributing HYPE to $HYPER holders.**

This paper specifies a token economy in which $HYPER functions as a formalized HYPE printer. It is not only a speculative asset whose price moves with demand; it is also a distribution asset whose holders receive HYPE generated by the activity around the market itself. Price remains one component of the economy, while cumulative HYPE distributed becomes a second measurable output.

The system is Backed by div.fun, a launch and distribution layer for reward-bearing assets on HyperEVM. Hype Printer is designed as a reference launch for the platform: a classic reward-token model, expressed in a clean HyperEVM-native form. Holders do not only participate in the token's market — they participate in the reward flow created by that market.

The core economic loop is straightforward. Trading activity produces rewards. Rewards are distributed in HYPE. HYPE distributions strengthen holder conviction. Stronger conviction can support attention, liquidity, and continued activity. The token therefore creates a reflexive relationship between market participation and realized payouts.

This does not remove market risk, volatility, or the speculative nature of the asset. It defines a clearer economic frame: a holder's position is exposed both to the market value of $HYPER and to the amount of HYPE distributed over time. A market with no sustained activity produces limited rewards; a market with sustained activity produces a visible distribution history.

2 The Reward Model

Each $HYPER transfer that occurs through supported trading routes can contribute to the reward system. A portion of market activity is captured by the token economy and routed toward HYPE distributions. The exact implementation may depend on the launch configuration, but the economic purpose is constant: trading activity around $HYPER is used to fund rewards for $HYPER holders.

Let **V** be the trading activity around the token over a given period, and let **r** be the portion of that activity routed toward holder rewards. The HYPE reward amount generated over that period can be expressed as:

EQ. 2.1

$$R = V \cdot r$$

R = REWARD ACCUMULATED FOR DISTRIBUTION · V = TRADING ACTIVITY · R = ROUTED PORTION

This expression is simple, but it changes the interpretation of token activity. Volume is no longer only a sign of market interest; it becomes an input into the holder reward stream. A token that trades actively can generate measurable HYPE distributions. A token that does not trade actively cannot produce the same reward output, regardless of narrative or market capitalization.

The reward model therefore creates a direct relationship between activity and realized payout. The market remains speculative, but the reward stream is observable. Holders can evaluate $HYPER not only through price movement, but also through the amount of HYPE produced by the token economy.

3 Distribution Economy

A standard token has one primary economic surface: its price. Hype Printer introduces a second surface: cumulative HYPE distributed to holders. The token's market price reflects demand, liquidity, sentiment, and speculation. The distribution stream reflects realized activity routed through the reward mechanism. These two surfaces are related, but not identical.

OUTPUT I

Price

The market value of the token. A token can appreciate without producing meaningful rewards if trading activity is low.

OUTPUT II

Distribution

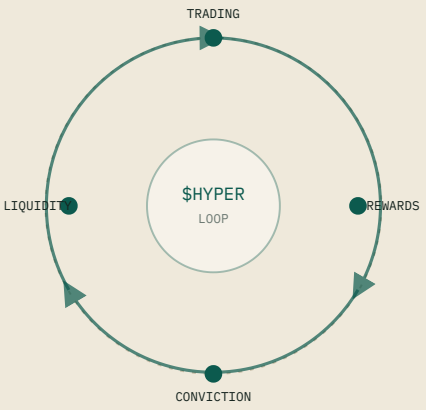
The amount of HYPE returned to holders — realized activity, converted. This is what separates a reward economy from a purely speculative one.

The second output is what separates a reward economy from a purely speculative token economy. Holders are not only exposed to the token's future price; they are also exposed to the realized activity that the token has already converted into HYPE. Over time, this creates a history of distributions.

A chart shows what traders paid for the token. A distribution history shows what the token **returned** to holders. Both matter. A market with high price volatility but no rewards may attract short-term traders. A market with visible payouts can create a different holder base, because holding the token becomes connected to the activity of the market itself.

4 Reflexive Reward Loop

Hype Printer is built around a simple reflexive loop. The token is not designed only to capture attention — it is designed to convert attention into a measurable distribution stream.



1 **Trading activity** funds HYPE rewards.

2 **HYPE rewards** create a visible holder payout.

3 **Visible payouts** increase holder conviction.

4 **Conviction** supports attention, liquidity, activity.

5 **Further activity** funds additional rewards.

This loop is not guaranteed. It depends on market interest, liquidity, holder behavior, and broader HyperEVM conditions. In many token markets, attention is externalized: a token may trend, trade, and generate fees, but the economic benefit of that activity does not necessarily return to holders. Hype Printer internalizes part of that activity. When the market around $HYPER becomes active, the reward mechanism routes value back to the holder base — a cleaner alignment between the token and its community.

5 div.fun Backing

$HYPER is Backed by div.fun, the HyperEVM platform for dividend-bearing and reward tokens. div.fun provides the launch context, distribution infrastructure, and economic framing for assets whose value includes more than price action alone. Its purpose is to make reward-bearing tokens easier to launch, track, and understand.

Hype Printer is a reference asset for this model. It demonstrates the simplest version of the div.fun thesis: a token launched on HyperEVM, with market activity converted into HYPE rewards for holders. This backing does not mean that $HYPER is risk-free — it means the token is launched inside a defined distribution framework rather than as an isolated reward contract. In this sense, Hype Printer is both a token and a demonstration of the platform.

6 Properties

i **HYPE-denominated rewards**
Rewards are paid in HYPE, native to Hyperliquid rather than an unrelated token. Market activity around $HYPER produces HYPE distributions.

ii **Simple, measurable output**
No synthetic exposure, external yield, or off-chain revenue. The reward stream comes from activity around the token itself.

iii **Holder-aligned activity**
Trading volume becomes a source of holder rewards. The more active the market, the more HYPE can be distributed.

iv **Second axis of value**
Evaluated through both price and distributions — an economic history that exists beyond the chart.

v **Native HyperEVM positioning**
Reward asset, narrative, and launch context aligned with Hyperliquid. It leans into HyperEVM rather than abstracting away.

vi **Reference launch for div.fun**
A simple reference showing how the platform supports reward-bearing assets routed into holder payouts.

7 Conclusion

Hype Printer specifies a simple reward-token economy on HyperEVM. $HYPER is not presented as a new financial primitive or a complex synthetic asset. It is a classic printer model, formalized through a clear economic structure: trading activity around the token is converted into HYPE distributions for holders.

This structure gives the token two outputs. The first is price, determined by the market. The second is realized HYPE distributed to holders, determined by activity flowing through the reward mechanism. Together, these outputs create a token economy that can be evaluated not only by speculation, but also by the value it has returned. Backed by div.fun, Hype Printer serves as a reference launch for HYPE-denominated reward tokens on HyperEVM — structured around the conversion of market activity into holder distributions.

REFERENCES & NOTES

[1] Hyperliquid — Documentation. hyperliquid.gitbook.io/hyperliquid-docs
[2] HyperEVM — EVM execution environment on Hyperliquid.
[3] div.fun — Launch & distribution layer for reward-bearing assets on HyperEVM.
[*] Informational only; not financial advice. $HYPER carries market risk, volatility, and speculative exposure.

Hype Printer
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