

**SIXR**  
CRICKET



# The Fan Layer for Cricket

A unified ecosystem where cricket fans play, predict,  
earn - and **monetise their fandom**.

**WHITEPAPER V7**

# CONTENTS

## What's inside.

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- 01** Introduction
- 02** The Problem
- 03** The Solution
- 04** Core Principles
- 05** Target Audience
- 06** Why Mobile First
- 07** Traction & Distribution
- 08** The SIXR Advantage
- 09** The Ecosystem
- 10** The Products
- 11** Gameplay & Mechanics
- 12** The Engagement Layer
- 13** The Economy Layer
- 14** Community & Incentives
- 15** Blockchain Architecture
- 16** Roadmap
- 17** Team
- 18** Cricket Stars
- 19** The SIXR Foundation
- 20** Get Involved

## 01 INTRODUCTION

### The future of fan engagement.

From the team behind Bongo, one of South Asia's leading digital entertainment platforms, reaching hundreds of millions of users, comes a simple belief: 2.5 billion cricket fans deserve better. For decades, the relationship has been one-sided: fans watch, cheer and buy merchandise, yet never truly participate in, or earn from, their passion.

SIXR changes that. We are building the first SportsFi ecosystem for cricket — the fan layer that turns watching into playing, predicting and owning, and gives fandom a direct path to value and monetisation. Fans battle legends head-to-head, predict live matches, and own the moments they care about.

Built cross-platform and focused on mobile users, SIXR meets fans where they already are: a familiar Web2 experience, no complicated setup. Just cricket.

*"Distribution first. Perfect product second. Trust before transactions."*

#### OPPORTUNITY

##### Massive Audience

Cricket has 2.5 billion fans but no platform that truly rewards their passion. Web3 has the tools for true ownership but struggles to reach mainstream audiences. SIXR bridges both worlds.

#### FANS

##### Cricket fans are engaged

The Indian Premier League reaches more than 1 billion viewers across television and digital platforms. The ICC Cricket World Cup generated more than 1 trillion viewing minutes globally, highlighting the scale and engagement of cricket's global audience.

#### APPROACH

##### Mobile first

Cricket fans already live on mobile. 368M+ users in our network already trust us. Instead of asking them to download another app, SIXR delivers a platform available on web and Telegram, with iOS and Android to come. No friction, just cricket.

#### VISION

##### Create the economy layer for sports fandom.

Build the first SportsFi ecosystem for sports fans, starting with cricket, where fans earn real value through gameplay, own rewards unlocked through achievements, and have an opportunity to engage with their favorite players. Featuring 30+ legendary cricketer stars.

## 02 THE PROBLEM

### Fandom creates value. Fans don't benefit.

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Cricket has more than 2.5 billion fans — the world's second most-followed sport. They watch, post, debate and drive enormous commercial value every single day. Almost none of it flows back to them.

That value is captured by broadcasters, sponsors and platforms. The fans who create it are left out. They put in the time, but don't benefit from the upside.

Existing cricket platforms are fragmented. Fans watch matches on one platform, play fantasy sports on another, follow players on social media, purchase merchandise elsewhere, and rarely participate in the value they help create. The experience is disconnected, and fan engagement ends where monetization begins.

#### FRAGMENTED

##### **Attention is scattered**

Fan activity is spread across dozens of apps, feeds and broadcasters, with nothing connecting it.

#### UNORGANIZED

##### **Being a fan doesn't count**

There is no single place where participation, loyalty and knowledge are recognised and rewarded.

#### UNMONETISABLE

##### **No way to share in the value**

Fans generate value continuously, but have no direct path to participate in it.

Fandom is one of the largest untapped economies in sport. Until now.

## 03 THE SOLUTION

### The Fan Layer for Cricket.

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Fans create enormous value. SIXR lets them participate in it.

SIXR is a unified platform that transforms sports fandom from passive engagement into active participation, ownership and value creation.

Every day, millions of fans watch matches, follow athletes, debate outcomes, play games, collect memorabilia and engage with sports communities. These activities generate enormous value for leagues, broadcasters, platforms and brands, yet fans themselves rarely participate in the economic upside they help create.

SIXR changes this dynamic.

By bringing together gameplay, predictions, rewards, collectibles and community engagement into a single ecosystem, SIXR creates a shared economy where fans can do more than consume content—they can participate, compete, earn, collect and build status within the communities they care about most.

Rather than forcing fans into fragmented experiences across multiple apps and platforms, SIXR provides one destination for engagement, one rewards system and one interconnected economy. Every action contributes to a unified fan identity and unlocks new opportunities for participation and value creation. At the core of the platform is a simple belief: fandom is one of the largest and most under-monetised economies in the world.

Sports fans invest their time, attention, passion and influence every day. They create communities, drive conversations, amplify content and fuel the growth of athletes, teams and leagues. Yet very few platforms allow fans to directly benefit from the value they help generate. SIXR is building the infrastructure to change that.

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Our mission is simple: **unlock the value of participation**

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*By connecting fans, athletes, rewards, digital assets and commerce through a shared economic layer, SIXR enables a future where participation is rewarded, engagement has value and fandom becomes an economy of its own.*

## 04 CORE PRINCIPLES

### Redefining fan engagement.

SIXR envisions a world where cricket fans are no longer passive spectators but active participants in the sport they love. Through blockchain technology and star-powered gameplay, we are creating an ecosystem where passion translates into ownership.

Our mission is to bridge the gap between Web2 accessibility and Web3 innovation — delivering a platform that feels familiar yet unlocks unprecedented opportunities for fan engagement and value creation.

#### 2.5 BILLION FANS

#### 30+ Cricket Legends

Cricket fans worldwide are ready for true ownership. 30+ cricket superstars are ready to bring them to SIXR.

#### ZERO FRICTION

#### Easy Access

Mobile-first approach for instant accessibility, starting with Telegram and web

### OUR CORE PRINCIPLES

#### Empowerment

Fans become participants and owners — not just an audience to be monetised by others.

#### Community

The ecosystem is built around fans, creators and players, and grows stronger as they do.

#### Accessibility

Web2-simple onboarding on Telegram and web, so anyone can take part without crypto complexity.

#### Sustainability

Incentives are designed for long-term engagement, not short-term extraction.

## 05 TARGET AUDIENCE

### Who we're building for.

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SIXR sits at the intersection of cricket fandom, gaming culture and Web3 innovation — pioneering the SportsFi movement. The platform serves several overlapping communities, creating a unified ecosystem where passion meets opportunity, and where fans finally have true ownership of their engagement.

#### **Cricket Enthusiasts** 2.5 Billion

Passionate fans across South Asia, UK, Australia, and beyond who live and breathe cricket. They follow every match, know every stat, and deserve to be more than spectators.

[India](#) · [Pakistan](#) · [Bangladesh](#) · [UK](#) · [Australia](#) · [South Africa](#) · [West Indies and more](#)

#### **Telegram Gamers** 950M+ Users

Casual and competitive gamers who already live on Telegram. They're familiar with mini-apps, play-to-earn mechanics, and are ready for more engaging gameplay experiences.

[Mini-App Users](#) · [TON Ecosystem](#) · [Casual Gamers](#)

#### **Crypto-Curious** Web3 Ready

Users interested in blockchain technology but intimidated by complex onboarding. SIXR provides a gentle entry point through familiar gaming mechanics with real ownership benefits.

[NFT Curious](#) · [Play-to-Earn](#) · [Digital Ownership](#)

#### **Competitive Players** Esports Ready

Skilled gamers seeking competitive tournaments with real stakes. They want meaningful competition, leaderboard rankings, and the opportunity to prove their skills against the best.

[Tournaments](#) · [Leaderboards](#) · [Skill-Based](#)

*"The opportunity is clear: 2.5 billion cricket fans, 1B+ Telegram users, and a platform that finally lets them earn while they play."*

## 06 WHY MOBILE FIRST

**Go where people are. Earn their trust.**

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Sports fandom lives on mobile.

Fans follow players, watch highlights, engage with communities and consume sports content primarily through their smartphones. Mobile is where modern fandom happens, making it the natural foundation for the SIXR ecosystem.

Our strategy is simple: reduce friction and make participation effortless.

SIXR launches first through Telegram and Mobile Web, allowing users to access the platform instantly without app downloads, complex onboarding or prior blockchain knowledge. As adoption grows, SIXR will expand to native iOS and Android applications while maintaining the same seamless user experience.

Importantly, SIXR is built for sports fans, not crypto users. Blockchain powers the rewards, transactions and economic infrastructure behind the platform, but remains largely invisible to the user experience. Fans should be able to play, predict, collect and earn without needing to understand wallets, tokens or blockchain technology.

This mobile-first approach is amplified through three powerful distribution channels:

- **Bongo** – Direct access to millions of sports and entertainment consumers.
- **Telegram** – Frictionless onboarding through one of the world's largest mobile ecosystems.
- **Player Reach** – International cricket stars with a combined social reach exceeding 230 million followers.

Together, these channels provide SIXR with immediate access to a massive global audience while keeping user acquisition efficient and scalable.

When Bongo started, there was a tiny audience accessing local content on niche apps - rather, they were all on free platforms. Instead of marketing harder, they did something unconventional: launch content on YouTube first. Meet people where they already are. Build trust before asking them to download anything. Today, the Bongo platform reaches over 377.5 million users.

*"The fastest way to scale is not the shortest path. It is the truest path." Mass adoption will not come from teaching fans about crypto. It will come from delivering experiences that fans already love, on the devices they already use.*

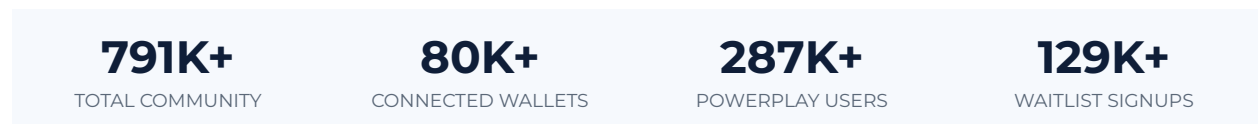
## 07 TRACTION & DISTRIBUTION

**Built for scale. From day one.**

SIXR combines one of the world's largest sports audiences with established media distribution and direct cricket-star reach.



Beyond reach, SIXR has already built a large, engaged community across the cricket and Web3 worlds before launch:



Powerplay, a fan-engagement platform operated by the SIXR team, rewards users through interactive campaigns, challenges and prize-based experiences. It has already attracted more than 287,000 registered users, demonstrating strong demand for digital cricket engagement and reward-driven participation.

It also provides valuable insight into player behaviour, retention, reward structures and community growth — directly informing the wider ecosystem and giving SIXR an existing base of fans and engagement data that reduces execution risk and accelerates user acquisition.

SIXR enters the market with a significant head start. The audience already exists and the distribution is already in place. The hard part, building attention, is done. Now it is about turning that attention into participation.

## 08 THE SIXR ADVANTAGE

### Built differently. Positioned ahead.

Several projects have attempted to bring cricket to Web3, but most focus on a single vertical: collectibles, fantasy, prediction markets or simple arcade gameplay. SIXR combines all of them into one ecosystem — powered by direct player relationships, native digital ownership and one of the largest distribution networks in the industry.

Rather than licensing cricket through governing bodies, SIXR works directly with players — securing broader commercial rights, deeper fan-engagement opportunities and access to hundreds of millions of followers through player-led content. The result is a platform built not only to acquire users, but to retain them through gameplay, ownership, competition, collectibles and long-term utility.

#### WHAT SETS SIXR APART

<b>Direct player relationships</b>	SIXR negotiates directly with cricket stars, securing broader Web3 rights and deeper fan-engagement experiences — not third-party association deals.
<b>Built around distribution</b>	Games don't fail for lack of features — they fail because they can't acquire users. SIXR combines Telegram, TON, Bongo and player-led marketing into one of the largest distribution engines in Web3 cricket.
<b>Multiple retention loops</b>	Collectibles alone aren't enough. Predictions alone aren't enough. SIXR combines gameplay, fan battles, collectibles, ownership, tournaments and community incentives in a single ecosystem.
<b>Native Web3 ownership</b>	Fans own assets they can trade, upgrade, collect and use throughout the ecosystem — ownership built into the game, not bolted on.
<b>Purpose-built token economy</b>	\$SIXR is designed specifically around cricket fandom, progression, collectibles and marketplace activity — not a generic ecosystem token.

*SIXR is not building a product—it is building the ecosystem layer for cricket fandom. With distribution, player access and infrastructure already in place, the final piece is empowering fans to participate in the value they help create. By transforming fans from spectators into participants, SIXR creates a powerful flywheel where engagement drives rewards, rewards drive loyalty, and loyalty drives a sustainable fan economy.*

## 09 THE ECOSYSTEM

**Three products. One engagement layer. One economy.**

The SIXR ecosystem is built in three connected layers — the products fans engage with, the layer where they manage their fandom, and the economy that lets them monetise it.

### THE PRODUCTS

**SIXR Game:** Battle the stars!

**Googly:** Every match becomes a game

**Gear:** Own the moment

Where fans engage — play, predict and own.

### THE ENGAGEMENT LAYER

**Powerplay**

The fan's home — access every product and manage points and rewards in one place.

### THE ECONOMY LAYER

**The \$SIXR Token**

The connective layer — ties everything together and lets fans monetise their participation.

### ONE CURRENCY OF PARTICIPATION

Every product rewards fans with points. Points are uniform across the entire ecosystem, earned in any product and recognised everywhere, and have a direct path to monetisation through the \$SIXR token. Every action a fan takes builds toward real value.

## 10 THE PRODUCTS

### Three ways to participate

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#### SIXR Game

##### *Battle the Stars.*

A competitive cricket game where fans take on real cricket legends in head-to-head play. Win matches, climb the ranks and earn as you play. Live now in open alpha.

- › **Battle real stars** — take on cricket legends in head-to-head matches.
- › **Earn by playing** — play, win and climb the ranks to earn rewards.
- › **Unlock & upgrade** — collect and customise players and gear.



#### Gear

##### *Own the Moments.*

Digital collectibles and ownership — officially licensed player assets, limited-edition gear and fan identity. Collect, showcase and build status as fandom becomes ownership.

- › **Real cricket stars** — officially licensed player collectibles.
- › **Unlock rare gear** — bats, jerseys, helmets and exclusive drops.
- › **Build your identity** — showcase collections, rarity and progression.
- › **Proven demand** — the Genesis collection of 666 collectibles, featuring Chris Gayle, Shahid Afridi and Eoin Morgan, sold out in minutes.

#### Googly

##### *Every Match Becomes a Game.*

The first cricket specific predictions platform, with an exclusive partnership with SIXR. Live predictions, tournaments and fan competition built around every cricket match. Fans predict outcomes, compete with each other and climb leaderboards — turning every match into a shared, interactive event.

- › **Predict live** — every ball becomes interactive.
- › **Compete in tournaments** — fans challenge each other during live matches.
- › **Powered by community** — social play around every major cricket moment.

## 11 GAMEPLAY & MECHANICS

**Play. Win. Earn. Own.**

SIXR delivers fast-paced, skill-driven cricket action optimised for web and Telegram. Compete against legends, climb the ranks and build your collection. Stake your earnings, trade your collectibles or reinvest in premium gameplay — your skill, your rewards, your journey.

### GAME MODES

<b>Target Mode (PvE)</b>	Practice your skills and hit targets in single-player challenges.
<b>Multiplayer (PvP)</b>	Challenge real players in real-time competitive matches.
<b>SIXR Mode</b>	A unique cricket experience exclusive to the SIXR ecosystem.

### CORE GAMEPLAY

<b>Batting challenge</b>	Time your swings against legendary bowlers.
<b>Star showdowns</b>	Challenge legend avatars in skill-based matches.
<b>PvP battles</b>	Real-time multiplayer matches.

### EARNING MECHANICS

<b>Match rewards</b>	Earn through matches played and won.
<b>Achievements</b>	Unlock rewards and in-game bonuses.
<b>Referrals</b>	Earn from friends' gameplay over time.

### A MODEL THAT GROWS WITH ENGAGEMENT

SIXR is built around the principle that has powered the world's most successful gaming ecosystems for decades: players invest in experiences, progression, status, competition and collectibles. As players advance, they can unlock legendary cricketers, improve equipment, enter special events and acquire limited-edition collectibles — assets that can be owned, traded and collected, creating value beyond a single session.

Competitive play adds further participation through tournaments, fan battles and seasonal events, while a continuous stream of new players, collections and campaigns keeps the community engaged. A future marketplace will act as a central hub for exchanging these digital assets.

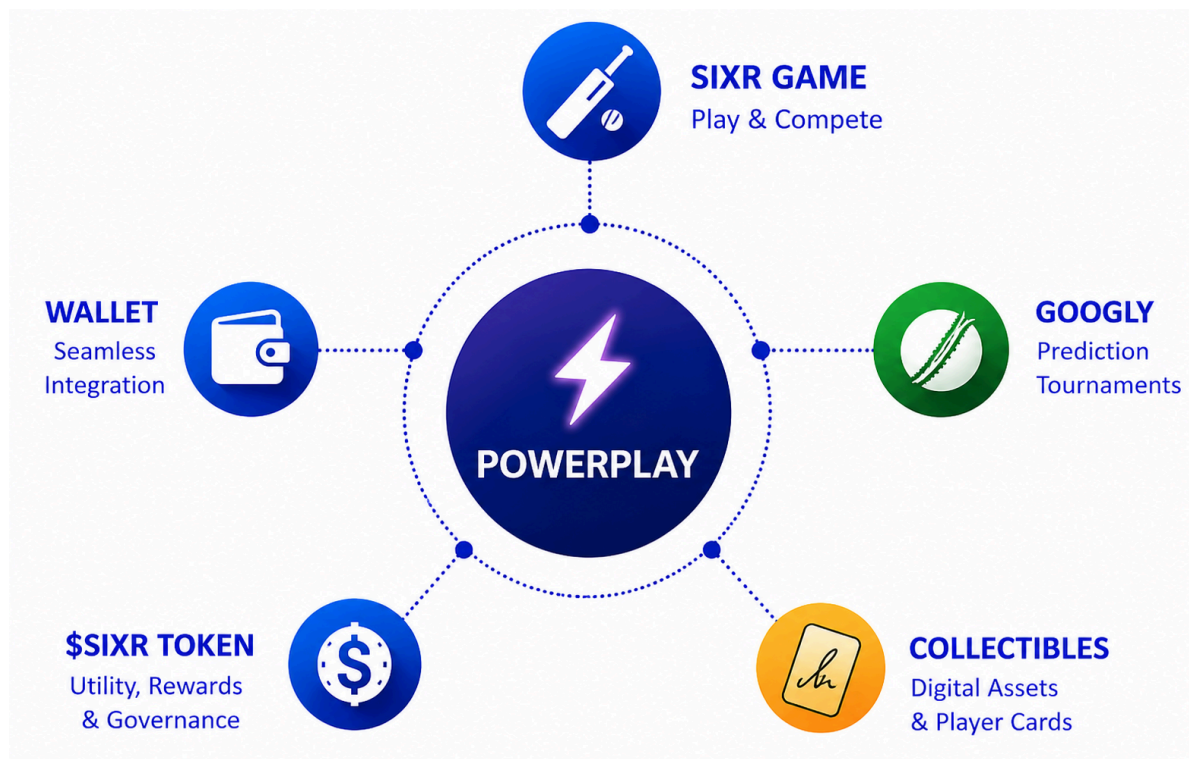
## 12 THE ENGAGEMENT LAYER

### Powerplay — the home of cricket fandom.

PowerPlay is where fandom lives. It is the single entry point to the SIXR ecosystem, connecting users across games, rewards, collectibles, campaigns, and community experiences. Every interaction contributes to a user's profile, progression, and status, creating a persistent identity that carries across the platform.

<b>Track</b> PROGRESS	<b>Access</b> THE ECOSYSTEM	<b>Participate</b> & EARN	<b>Build</b> IDENTITY
<b>Track your progress</b>	Points, rewards, streaks and achievements in one place.		
<b>Access the ecosystem</b>	One tap into Game, Googly, Gear and live campaigns.		
<b>Participate &amp; earn</b>	Value unlocked through activity and engagement.		
<b>Build your identity</b>	Profiles, rankings, collections and fan status.		

PowerPlay currently has 287,000 users who have completed more than 2.4 million tasks, demonstrating strong engagement before the launch of the broader SIXR ecosystem. By giving users a single place to track progress, earn rewards, and participate in ecosystem activities, PowerPlay reduces cold-start risk and provides SIXR with an active community from day one.



## 13 THE ECONOMY LAYER

### \$SIXR — the token that powers the economy.

\$SIXR is the native utility token of the SIXR ecosystem — the connective layer that gives fans a direct path to monetise their participation, unlocks utility across every product, and aligns players, creators and the community around sustainable, long-term growth.

#### MONETISE FANDOM

Points earned across all products are uniform and convert to \$SIXR, giving every action a direct path to value. Participation becomes ownership; ownership becomes upside.

#### \$SIXR UTILITY

<b>Gameplay</b>	Tournament entries, staked matches and premium modes.
<b>Marketplace</b>	Buy, sell and trade collectibles and in-game items.
<b>Staking</b>	Lock tokens for passive rewards and participation.
<b>Governance</b>	Vote on features, tournaments and ecosystem direction.
<b>Premium</b>	Exclusive content, early access and VIP features.
<b>Rewards</b>	Earn through gameplay, achievements and referrals.
<b>Access the Stars</b>	Get a chance to talk to, meet or play against the stars.

#### SUPPLY & NETWORK

**Fixed supply** 1,000,000,000 \$SIXR

**Network** built on TON, with planned multi-chain expansion to Solana, BNB Chain and EVM-compatible networks.

**Vesting** long-term aligned vesting (up to 36 months, with cliffs of 0–12 months); approximately 4.56% circulating at the Token Generation Event.

## TOKENOMICS

ALLOCATION	SHARE	PURPOSE
Ecosystem	<b>36.5%</b>	Products, rewards, community and long-term operations
Investors	<b>24.5%</b>	Strategic and early backers, vested
Rewards	<b>18.0%</b>	Fan participation and play-to-earn
Marketing	<b>13.5%</b>	Growth, partnerships and distribution
Liquidity	<b>7.5%</b>	Exchange and on-chain liquidity

## TREASURY STRATEGY

The SIXR treasury is designed to support the long-term health of the ecosystem through responsible capital allocation rather than short-term token distribution — funding player acquisition and ecosystem incentives, strategic partnerships and listings, and marketing and regional expansion.

### BUILT TO A COMPLIANCE STANDARD

#### **MiCA-Compliant · CertiK-Audited · Independent Legal Opinion**

A MiCAR Title II white paper, a completed CertiK smart-contract audit, and an independent legal opinion classifying \$SIXR as a utility token.

## 14 COMMUNITY & INCENTIVES

**Built by fans, for fans.**

SIXR rewards every level of engagement. Play to earn, compete for glory, and own your achievements through verifiable on-chain ownership.

### PLAY-TO-EARN & OWN

<b>Skill-based rewards</b>	Earn through gameplay performance.
<b>Trade &amp; earn</b>	Collectibles tradeable on the marketplace with royalties.
<b>Reputation</b>	Build in-game status through achievements.

### SOCIAL & COMPETITIVE

<b>Telegram ready</b>	Native social gameplay inside the chat app fans already use.
<b>Creator economy</b>	Stream, create content and earn rewards.
<b>Global leagues</b>	Compete in worldwide tournaments.

### SUSTAINABLE INCENTIVES

<b>Early-adopter bonuses</b>	Boosted rewards for early participants.
<b>Anti-sell-pressure design</b>	Staking incentives support long-term alignment.
<b>Long-term growth</b>	Rewards designed for sustained engagement, not extraction.
<b>Genesis benefits</b>	Priority allocation, early access and in-game boosts for early supporters.

## 15 BLOCKCHAIN ARCHITECTURE

### Powering real-time Web3 gaming.

The Open Network (TON) provides the foundation for SIXR. With sub-second transaction finality, negligible fees for micro-rewards and native wallet integration inside Telegram, TON enables real-time gameplay and frictionless Web3 experiences for over a billion potential users. SIXR launches on TON, with a phased multi-chain expansion to Solana, BNB Chain and other EVM-compatible networks.

#### ON-CHAIN COMPONENTS

<b>\$SIXR token</b>	Jetton standard powering rewards, staking, governance and premium access.
<b>Collectibles</b>	Player cards and assets held on-chain, with gameplay bonuses and unlocks.
<b>Tournaments</b>	Transparent prize pools with verifiable leaderboards and automated rewards.
<b>Marketplace</b>	Peer-to-peer trading of collectibles and in-game assets with low fees and instant settlement.

#### TECHNICAL STACK

<b>Application</b>	Web + Telegram Mini App, game engine and wallet connection.
<b>Backend</b>	API gateway, real-time server and matchmaking.
<b>Data</b>	Indexing, analytics and state management.
<b>Blockchain</b>	TON network, Jetton and NFT standards + multi-chain expansion

## 16 ROADMAP

### The road ahead.

From alpha to full platform, the roadmap delivers consistent value through phased releases and community-driven development — expanding from Telegram and web to iOS and Android.

#### Q2 2026 — FOUNDATIONS

##### Live and building

- Powerplay launch
- SIXR Game open alpha live
- First Cricket Stars announced

#### Q3 2026 — PRODUCT EXPANSION

##### The full ecosystem

- SIXR game beta release
- Googly beta release
- Gear launch
- First “Fan Battle”

#### Q4 2026 — ECONOMY LAYER

##### Token launch & growth

- TGE
- Additional player announcements and rollout
- Multi-chain expansion

#### 2027 — SCALE

##### Product growth & expansion

- Android app rollout
- iOS app rollout
- Continued feature development
- Continued player rollout
- Player, league and other partnerships

## 17 TEAM

### The team behind SIXR.

A proven team combining entertainment scale, blockchain expertise and sports-industry experience to build the future of cricket gaming.



**Ahad Bhai**

Chief Executive Officer  
Cricket team owner · Bongo ·  
VP at City of London EEC



**Fayaz Taher**

Chief Finance Officer  
Bongo · Magnito · Social  
Gaming



**Andreas Lutz**

Chief Operating Officer  
PwC · Frankencoin · OFD



**Umar Khattak**

Chief Business Officer  
ICM · Vaultex



**Matthew MacLennan**

Chief Product Officer  
Bongo · Activision · Microsoft



**Toni Caradonna**

Chief DLT Officer  
UNICEF Blockchain · Swiss  
Blockchain Federation



**Joon Park**

Chief of Gear  
Bongo

Backed by Bongo: SIXR has been created by and is supported by the team behind Bongo. Unlike most early-stage projects, SIXR is being built on top of an existing foundation. Through Bongo, the company benefits from established technology, proven operational expertise, strategic partnerships and access to millions of consumers from day one.

#### ADVISORS






### Announcing soon

A group of advisors across cricket, media and Web3 will be announced in due course.

## 18 CRICKET STARS

**Real stars. Real IP.**

SIXR has 30+ Cricket Stars joining the game, with further players in advanced negotiations — a full roster reaching 230M+ combined. These are international icons with exclusive IP rights, selected for their star appeal, six-hitting ability and credibility as cricket icons. The first five are announced, with more revealing soon.

				
<b>Chris Gayle</b> Most Sixes in T20 · 550 WEST INDIES · 25.5M+	<b>Shahid Afridi</b> Most sixes in ODIs PAKISTAN · 20M+	<b>KL Rahul</b> ICC #1 T20I · Orange Cap IPL INDIA · 43M+	<b>Eoin Morgan</b> England's 1st World Cup Captain ENGLAND · 5.4M+	<b>Sikandar Raza</b> Zimbabwe Captain & All-Rounder ZIMBABWE · 1M

<b>30+</b> PLAYERS SIGNED	<b>230M+</b> ROSTER REACH	<b>13</b> COUNTRIES
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### PARTNERSHIP DELIVERABLES

Rather than serving as passive endorsers, SIXR ambassadors play an active role in the ecosystem — through fan engagement, content creation, live events and digital experiences. Their participation helps transform cricket fandom from a spectator activity into an interactive and rewarding one.

## 19 THE SIXR FOUNDATION

**Every child deserves a bat.**

SIXR is committed to growing the game it's built on.

The SIXR Foundation is the social-impact arm of the ecosystem. Driven by a simple but powerful mission — every child deserves a bat — it directs a portion of ecosystem activity toward cricket access for children in underserved communities: equipment, coaching and opportunity. As the ecosystem grows, so does its ability to give back to the sport and the fans at its heart.

*“More than a game — a movement to democratise access, elevate talent, and bring the spirit of cricket to every corner of the world.”*



## 20 GET INVOLVED

### Join the movement.

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SIXR is building the fan layer for cricket — and the community is at the centre of it. Whether you're a player, creator, investor or lifelong cricket fan, this is your platform to play, earn and lead. Follow along, join the conversation and be part of the ecosystem from the start.

#### WEBSITE

[sixrcricket.com](https://sixrcricket.com)

#### JOIN POWERPLAY

[https://t.me/sixrpowerplay\\_bot](https://t.me/sixrpowerplay_bot)

#### COMMUNITY

[Telegram Channel](#) · [Telegram Community](#) · [Discord](#)

#### FOLLOW

[X](#) · [Facebook](#)

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**Disclaimer.** This whitepaper is for information only and does not constitute financial, investment or legal advice, or an offer or solicitation to buy any token or security. \$SIXR is a utility token intended for use within the SIXR ecosystem. Statements about future plans, products and timelines are forward-looking and may change. Participants should conduct their own research and consider their local regulations before taking part.