

The logo for Haste Arcade, featuring the word "haste" in a stylized, glowing font. The letter 'h' is yellow, while the letters 'a', 's', 't', and 'e' are white. A small yellow 'c' is positioned above the 'a'. The entire logo is set against a black rectangular background.

haste

Haste Arcade  
Platform and SDK

[www.playhaste.com](http://www.playhaste.com)

Whitepaper v 1.0

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## Intro

Welcome to the world's first ILP Arcade™. Haste Arcade is a platform filled with ILP Games™ built by developers all around the world. Unlike traditional online games, ILP Games™ found on the Haste Arcade platform adhere to an exciting new real-time “Instant Leaderboard Payout” structure that was invented and made popular by Haste's founding team members. Imagine going to your local arcade, inserting 25 cents into the gaming console, posting a high score on Pac-Man, and then getting paid 2.5 cents every time subsequent players play the game but fail to beat your score. Now consider holding the top score in a global online arcade where millions of daily players are playing the game but failing to beat your score, and earning 2.5 cents per play. This is a “game-changer”. This is Haste Arcade.

## Mission

Introduce microtransactions to the world via gaming. Deliver a first-class platform and SDK that enables game developers to follow Haste's real-time leaderboard payout philosophy and showcase their products to an ever-growing community of gamers that enjoy earning real-time payouts from other competitors.

## Opportunity

There is an opportunity to change how we think about not only online gaming, but gaming in general. Be it digital, virtual, or physical, the implications of microtransactions in the gaming industry are massive. At Haste, we are carving the path to a bright new world where it pays to be skilled at gaming.

In less than 60 days, the Haste team has demonstrated that their innovative real-time micro payout structure not only works but has the potential to be highly profitable at scale. The team believes there is a great opportunity to become the defacto platform where gamers discover competitive games that follow the same intuitive model.

## Current Games

At the moment there are two games on the Haste Platform:

1. “Haste” - The original game that brought the idea of real-time leaderboard payouts to life. A simple reaction-based game that served as the MVP for the Haste gaming platform.
2. “Match” - A slightly more advanced game where players compete “every person for themselves” for a winner-take-all prize. Match the incrementing numbers, win the pot.

## Haste Platform

The Haste Platform is a marketplace where developers and gamers create a network effect and positive feedback loop. Skilled gamers seek fun games they can compete and earn from, while developers provide those games and reap the benefits of an ever-growing user base of gamers seeking to earn.

### For Developers

Submit games that follow Haste's philosophy of leaderboard payouts and get showcased to a global community of gamers that are seeking to monetize their gameplay.

### For Gamers

Discover awesome new games and innovative products that pay real-time microtransactions as a part of standard gameplay and usage.

### Ideas Welcome

Have a cool idea for a game but not a developer? Submit the idea and earn a royalty if someone from the Haste developer community decides to build it!

## Haste Token

We will issue a token called the Haste Token (HST). A hard-capped limit of 200MM HST will be minted and will never be increased. HST will run natively on the BSV Blockchain.

### Token Allocation and Distribution

| %   | Amount (HST) | Participant     |
|-----|--------------|-----------------|
| 40% | 80,000,000   | Gamers          |
| 35% | 70,000,000   | Founding Team   |
| 15% | 30,000,000   | Game Developers |
| 10% | 20,000,000   | Investors       |

### Earning & Distribution Schedule For Gamers

Gamers (end users) earn tokens by participating in gameplay on the Haste Platform. At the end of each day, players are issued a pro-rata share of tokens based on the total satoshis spent across the platform. A simple example would be, a player who spent 10,000 satoshis, on a day where there were 100,000 total satoshis spent by all players combined, would receive 10% of the days distributed tokens. (Note: Referrers make 10% of their referral's token earnings).

- 16,000,000 tokens will be issued each year (for 5 years) until all 80,000,000 tokens have been issued
- 43,835 tokens will be distributed daily
- Players with on-chain game transactions during the day will receive a pro-rata portion of the distributed tokens based on the total number of satoshis spent

### **Earning & Distribution Schedule For Game Developers**

Game developers earn tokens by submitting games that get played. The more popular the game the more tokens that are earned. At the end of each month, developers are issued a pro-rata share of tokens based on their game(s) portion of the total satoshis spent across the platform. For example, a game with 100,000,000 satoshis spent, in a month where there were 500,000,000 total satoshis spent across the entire platform, would receive 20% of the month's distributed tokens.

- 6,000,000 tokens will be issued each year (for 5 years) until all 30,000,000 tokens have been issued
- 500,000 tokens will be distributed monthly
- Developers with on-chain game transactions during the month will receive a pro-rata portion of the distributed tokens

### **Team Vesting Schedule**

25% of the team's tokens will vest 3 months after the token mint and the remaining 75% will vest over three years.

- After 3 Months - 25% (17.5MM)
- Year 1 - 25% (17.5MM)
- Year 2 - 25% (17.5MM)
- Year 3 - 25% (17.5MM)

### **Investors Vesting Schedule**

50% of investor's tokens will vest 3 months after the token mint and the remaining 50% will vest over three years.

- After 3 Months - 50% (10MM)
- Year 1 - 16.67% (3.34MM)
- Year 2 - 16.67% (3.33MM)
- Year 3 - 16.66% (3.33MM)

### **HST Token Value**

HST tokens will be minted using the RUN protocol, are backed directly by BSV (a commodity), and represent 10% of the outputs of total gameplay volume for 5 years, (not to exceed 100% of the team and investors cut). With each gameplay in the Arcade, 10% of the total BSV outputs will be sent to a publicly viewable wallet (contract). Tokens can be exchanged for BSV anytime, on a pro-rata basis, for up to 5 years, by sending tokens to the contract. Returned tokens will be immediately burned, thus lowering the supply of the remaining tokens. Given the Haste platform has healthy fundamentals, the economics should favor long-term holders of the token.

In addition to having liquidity via the wallet contract, HST can be traded on the open market. Having said this, we explicitly state that the value of the token is directly tied to 10% of the total BSV outputs from gameplays over a 5 year period.

### **Use of Funds**

Haste was monetized and profitable within the first week of launching. However, any value associated with Haste's allocation of tokens will be used to continue to grow the organization and produce more BSV. An ideal allocation is laid out as follows, but we make no claims or warranties about their accuracy over time:

- 30% of funds will be used to grow the Haste team.
- 50% will be used for Haste branding and marketing which will help Haste become popular among game developers, and to attract active players to the platform.
- 20% of funds will be kept as a reserve

## Founding Team

Haste's founding team members are not your typical "crypto" guys. The team's first venture, Barpay, a contactless software platform for the service industry Point of Sale market, is currently active and growing, with over 10,000 venue accounts internationally and over 20 Million consumers reached. The combination of entrepreneurial spirit and understanding of real-world use cases for micro-transactions through their experience in payment processing at bars and restaurants makes the team the perfect candidate to bring microtransactions to the masses.

### Dan Wagner



Dan is the CPO and Co-Founder of Barpay. He has helped deliver a product that currently sits on the bleeding edge of "In-venue" mobile ordering and payments in the service industry. Dan played professional baseball for 6 years in the Chicago White Sox organization before becoming an entrepreneur and programmer. Dan will continue his Duties with Barpay, as well as, manage the development team at Haste Arcade.

### Joe De Pinto



Joe is the CSO and Co-Founder of Barpay. He helped grow Barpay from a startup with a handful of venues, to a profitable business that services thousands of bars, restaurants, and hotels all around the world. Like Dan, Joe played professional baseball for 4 years in the Chicago White Sox organization before pursuing his entrepreneurial dreams. Joe will continue his Duties with Barpay, as well as, lead the Sales and Marketing side of Haste Arcade.

### Eric La Force



Eric is the mad scientist that helped Barpay produce a world-class piece of software that is delivering real value to merchants in the service industry. He received a Master's degree in Computer Science from the University of North Carolina at Chapel Hill. Eric has led teams of 200+ developers and will be taking the role of CTO with Haste Arcade and ensuring that v1.0 is secure and scales.

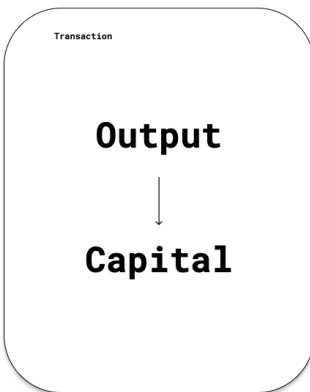
## Advisors & Investors

### Jack C. Liu



Jack C. Liu is an entrepreneur and investor widely known for his steadfast and early support for the Bitcoin ecosystem via his projects such as RelayX, CambrianSV, Streamanity, and is a Founding Partner of Output Capital. Liu previously was Chief Strategy Officer of OKCoin and MD, and Head of Asia OTC trading at Circle.

### Output Capital



Output Capital is an investment firm that invests in entrepreneurs leveraging the Bitcoin SV blockchain to build distributed platforms and applications.