



Blockchain-based Prediction Game Platform

White Paper ver. 1.4

## **1. Abstract**

## **2. Background**

### 2.1. Prediction and Game

#### 2.2. Gamification

#### 2.3. Platform and Blockchain

## **3. Handy Platform**

### 3.1. Vision

### 3.2. Participants of the Ecosystem

#### 3.2.1. Users

#### 3.2.2. Advertisers

### 3.3. Platform Guide

#### 3.3.1 Sign In

#### 3.3.2. Main Page

#### 3.3.3. Prediction Game

#### 3.3.4. My Page

### 3.4. Rules and Rewards

### 3.5. Token Economy

## **4. Technology**

### 4.1. Smart Contract

### 4.2. Blockchain-based Reward System

## **5. Token Distribution**

## **6. Roadmap**

## **7. Disclaimer**

## 1. Abstract

### The Platform for Prediction and Reward

Handy is a fun and exciting prediction game platform that anyone can enjoy. It provides various game contents and plans to add more contents such as predicting stock price, e-sports and sports matches.

Handy's primary goal is to provide content that users who already have interests in virtual assets can enjoy. We additionally aim to draw other users who are not yet interested in virtual assets to be our potential users by utilizing popular content. Through Handy's contents, users can enjoy the prediction game, and they can have Handy Tokens as rewards if they become winners.

People use Handy platform to enjoy both content and prediction games. Through the users' participation, the platform is invigorated, and it can be a spot where advertisements can be exposed. Advertisers and firms can purchase Handy Tokens on exchanges and use them for purchasing advertising slots of the platform.

Handy connects data of CoinMarketCap with its platform and provides prediction games based on the data. User participation, winner selection, and reward distribution are recorded on the blockchain in real-time, increasing the platform's transparency. Since virtual assets are traded 24 hours globally, we can provide our service anytime, anywhere. The prediction game, reward, and advertisement's request and exposure are executed automatically through smart contracts. The credibility of smart contracts and transparency of blockchain builds a credible reward system, and it will constantly attract new users.

Handy platform will contribute to increasing interests of users in the virtual asset.

## 2. Background

### 2.1. Prediction and Game

Why do people like playing games?

The human brain has evolved in the same way as games. The existence of it is for prediction, not for calculation. Mammals have brains since they move from place to place, and prediction is necessary for their survival. On the other hand, plants do not have brains, as they do not move, and forecasting what will happen is unnecessary.

Rodolfo Llinás, a neuroscientist, introduced an interesting example in his book, *I of the Vortex*. The Ascidians has similar nerve tissue with a brain while they swim. However, once it attaches itself to a stationary object, it eats its own brain. According to Llinás, when the Ascidians does not have to move, it no longer needs a brain, an organ for predicting the future in an altering environment. In unchanging surroundings with minimum uncertainty, a brain is an unnecessary organ.

That is, a brain is an organ that humans use for prediction to survive.

Humans have evolved to predict more accurately. The more accurate the forecast is, the more likely they could survive. When a favorable outcome drove out after prediction and action, humans enhanced their prediction model; on the other hand, it was modified when the forecast was proved wrong. That is, humans with the most adapted brain to the environment have survived through the evolution of human beings.

Quest and reward of games is a shortened version of prediction and reward that humans have experienced so far. They continuously have predicted what will happen through their survival and evolution, and when they were right, endorphins were released as a reward. In games, such a prediction-reward pattern proceeds in a short period.

Handy is a prediction game platform that entertains users through quest and reward.

## 2.2. Gamification

To define gamification in short, it is a process of solving problems by adapting game thinking and game elements to non-game contexts. Games constantly provide challenges to their players and reward them with higher points or levels. Such a game element keeps stimulating people's need for achievement. A game is also a competition. It drives its players to compete for higher points and levels and the number and quality of items. Eventually, it stimulates the desire to stand out and encourages competition, so gamers can easily concentrate on the games they play.

### Gamification Marketing; Applying Game Elements to Marketing

Gamification marketing encourages consumption by applying the highly immersive nature and motivation system of games to goods and services. In other words, it adds game elements like quest, achievement, and reward to goods and services and induces users to consume them voluntarily. It also replaces consumption with competition between gamers, which, in turn, leads to continual consumption.

Likewise, since adopting game elements to marketing drives sales increase, many online sites use gamification marketing. They give points to its users according to activities. For example, how many times the users have visited the site, shopped, and written on the site's board decide the users' points. The site operator may reveal the ranking of the users according to the points they have. Since mobile applications are widely used nowadays, there are some apps created for efficient gamification marketing. Gamification is already widely used as a marketing tool in diverse areas such as public policy, education, sports, shopping, simulation, health, and the environment. Gartner, one of the world's leading research companies, selected ways of making users immersed through gamification. The first one is 'giving fast feedback' in reality as games do. Other selected features include 'specific goal and rules' that gives users certainty and wills for their goals, 'plausible story' that builds plot structure, and 'not easy, but achievable goal.'

Prediction games of Handy Platform announce winners the next day, so it provides fast feedback. It is also based on simple rules, specific rewards, and prediction games that utilize contents that the public can easily enjoy. Also, users can get rewards for their activities in Handy Community. Handy will activate our platform by using gamification marketing that is steadily used to target the general public.

### 2.3. Platform and Blockchain

Why do we need blockchain?

<Transparency>

The disadvantage of the existing lottery or reward distribution system is that the reward distribution details are not disclosed transparently. Even if the operator reveals them, it is difficult to trust them. However, the Handy platform enhances the reliability of the platform's reward mechanism. The user's game results and reward distribution are all recorded on the blockchain to provide a transparent reward system, which can not be forged or falsified.

In the existing advertising market, advertising process details are not transparently disclosed, which often gets distrusted by advertisers. However in Handy platform, an advertiser can request advertising with Handy token, and the reward distribution process will be open transparently. Transparency reward mechanisms can offer a trust-based ecosystem of advertising and rewards to advertisers and platform users.

<Decentralization>

The existing advertising market's ecosystem has a distribution structure that connects advertisers and media through advertising agencies. The system of 'Trust Third Party (TTP)' involvement has several issues in delivering advertisements to customers. Sometimes advertising costs are higher than the original value due to many third parties involved. Also, there is no benefit for users when they watch an unwanted advertisement.

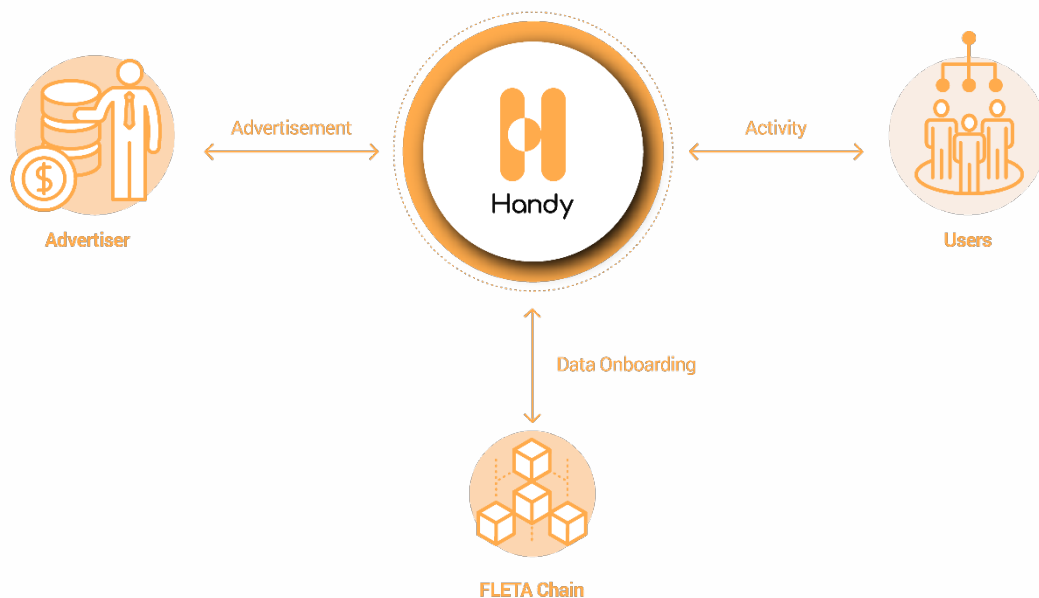
However, Handy can reduce the advertiser's burden of expensive fees and provide transparent rewards distribution to users by enhancing traditional TTP structure.

### 3. Handy Platform

#### 3.1. Vision

Handy's primary goal is to provide content that can be enjoyed to those who are already interested in virtual assets and to raise interest in virtual assets for potential users who are not familiar with them yet. Through Handy, users can earn Handy token as a game reward while they play their favorite prediction games. Handy added gamification features in contents such as competition and rewards. Later on, Handy will provide the predictive game content in sports such as baseball and basketball or E-sports such as League of Legends, Overwatch, Battlegrounds for general users to play.

Moreover, Handy users can relieve their daily stress or find extra fun through the community where users can share their thoughts and results to others.



The cumulative token rewards and the accuracy of the user's prediction results are ranked and registered on the ranking system. Also, the number of Handy tokens that the user received is continuously recorded on the blockchain. Rankers will get various benefits, including additional opportunities to participate in the game or receiving extra rewards.

Handy can be enthralling to users since it allows the user to watch existing popular content, participate in prediction games, and receive winning rewards. Handy platform enables posting advertisements on its advertising slots. Advertisers can purchase Handy token through the virtual asset exchange and make payments on the Handy to post their promotions.

The Handy token will captivate all world users because it can be traded through the global virtual asset exchanges conveniently. Handy platform will contribute to the overall interest of the virtual asset industry.

## 3.2. Participants of the Ecosystem

### 3.2.1. Users

Anyone can participate as a game player in the Handy platform. In the early stage of service, a predictive game is created by the Handy platform. However, in the future, users can create their prediction games. The token price prediction game is a game that is combined with advertisement. Users need to watch the advertisement to submit their answers. Then the reward is allocated to the users who got the correct answer of the prediction game.

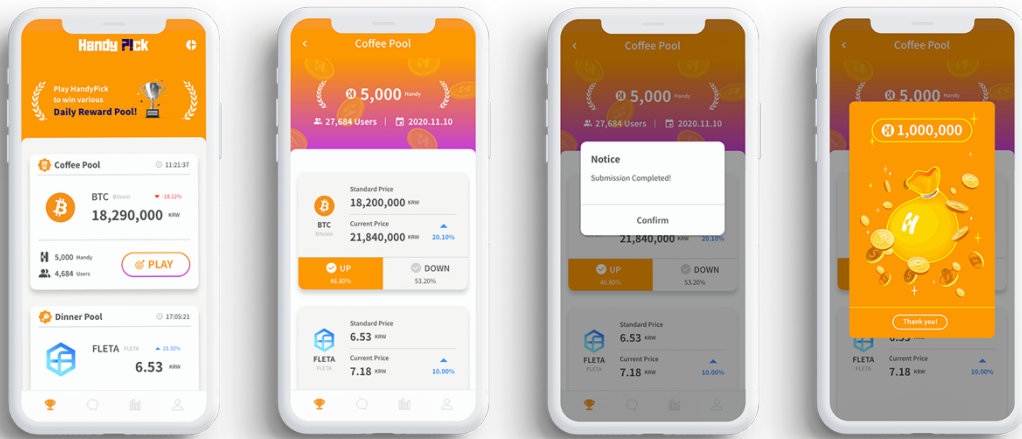
### 3.2.2. Advertisers

Anyone can advertise on the Handy platform. In the future, users can easily access the advertising tab to set up the advertising cost, time, and content as they want. The advertiser can use Handy tokens to publish the advertisement. The advertiser's Handy tokens will be again used for advertising and will be rewarded to the user who viewed the advertisement. The advertiser and users create a virtuous circle through using and receiving the Handy token.

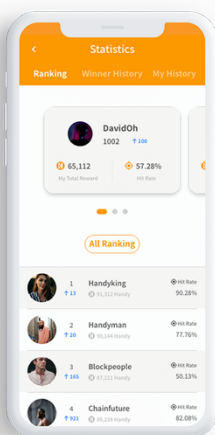


### 3.3. Platform Guide

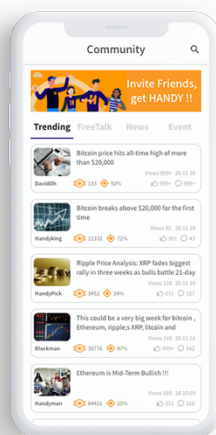
#### 3.3.1. Game play



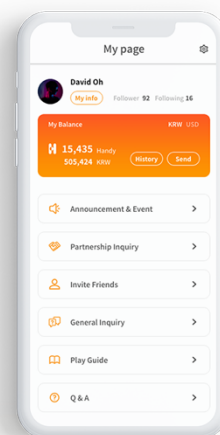
#### 3.3.2. Ranking



#### 3.3.3. Community



#### 3.4. Rules & Rewards



HandyPick provides prediction games that players choose whether the prices of certain cryptocurrencies will go up or not. Currently, there are different prediction games with different difficulties are on service. The more complicated the game is, the more predictions you have to make. Other games are planned to be added later.

Winners of the games receive Handy tokens as rewards. However, the number of Handy tokens the winners get is flexible. There is a reward pool for each game, and the winners divide the Handy tokens in the pool fairly. The easiest game has a reward pool with 25,000 Handy, and that of the hardest one is 100,000 Handy. If you are the only one winner, you can have all the Handy tokens in the reward pool. If all participants fail to predict, Handy tokens in the reward pool are added to that of the next day game.

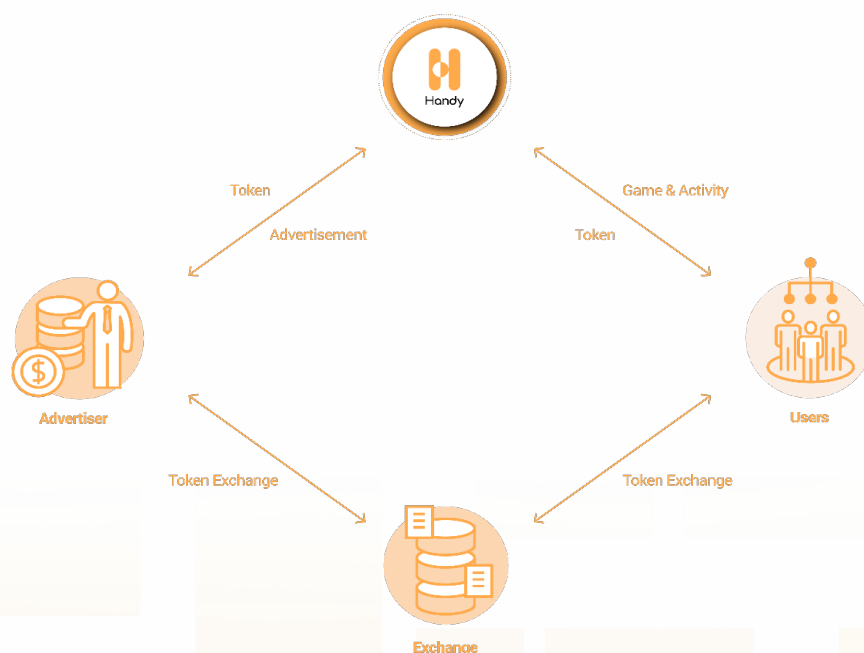
The standard prices of the cryptocurrencies in HandyPick games are based on the price of CoinMarketCap(<https://coinmarketcap.com/>). Each game has different prediction and submission time.

Users who are active in the Handy community or make quality posts about contents can be rewarded.

There is a referral system so that users can earn extra game opportunities or receive some portion of the reward when the referee wins the reward.

The reward mechanism will have a fair manner and be transparent through a smart contract.

### 3.5. Token Economy



## 4. Technology

Handy utilizes the FLETA chain. Through FLETA Gateway, Handy native coin and Handy ERC-20 tokens can be auto-swapped. Handy will proceed with listing procedures on exchanges with ERC-20 tokens and secure high performance on chain with Handy native coin.

### 4.1. Smart Contract

Smart contract is accessible to anyone and operated in a manner agreed in advance to ensure reliable contract performance. Handy builds smart contracts in FLETA, a highly free and high-performance DApp platform, and Ethereum, which is popular and well-known, to form a blockchain game platform. Handy utilizes both platforms to ensure reliability in results and reward distribution enabling a transparent and fair system.

### 4.2. Blockchain-based Reward System

Handy is a game platform where users can predict the results of games and have a chance to be the final winner to win the reward. The start/end date, game content, and final winner records are all recorded on the blockchain which cannot be modified. Advertisements are exposed to all users participating in games. The process of users viewing advertisements is also recorded on the blockchain, which prevents users from abusing.

#### 4.2.1. Game Registration

At the initial stage of the service, Handy team will upload games to encourage users to participate. After, users will be able to register their own games. In addition to guessing virtual asset price, various contents such as e-sports, and sports are going to be added so that users can add their own games.

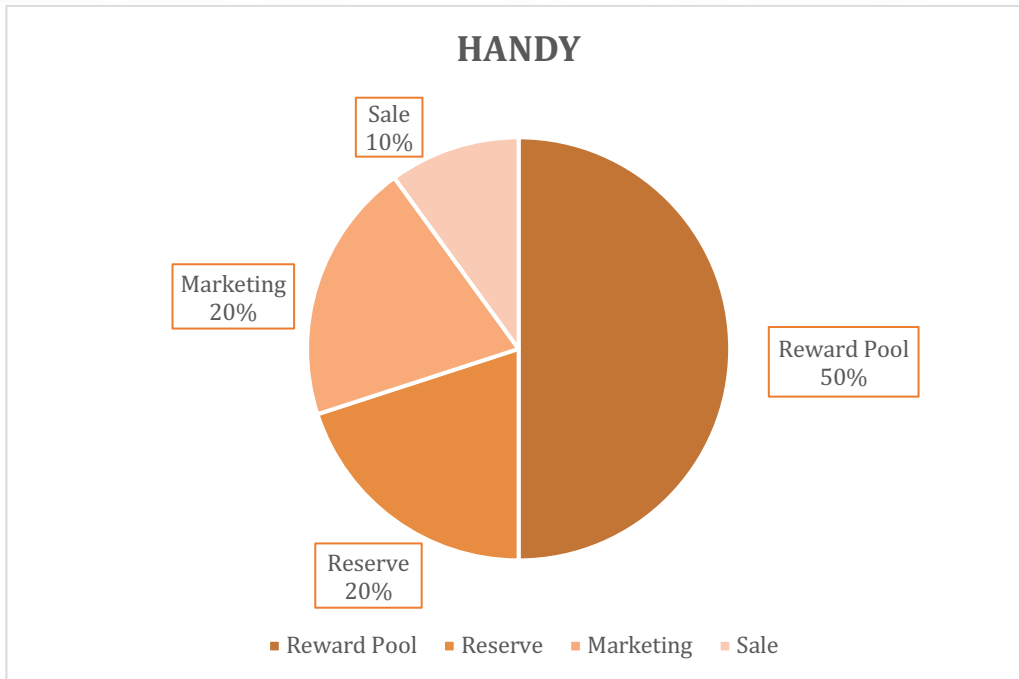
#### 4.2.2. Game Participation

When users participate in games, they cannot participate in duplicate, modify their answers, or participate after the game is ended. HandyPick matches the prediction results and select the winners. The daily reward pool will be distributed to all winners in equal proportions.

#### 4.2.3. Advertisement

Advertisers can proceed with various forms of advertising, such as banners, videos, pop-ups, etc. Blockchain prevents duplicate clicks, exposing ads to only real users. Handy Token is required for advertising execution and can be used as a reward to users or as a promotion through an event.

## 5. Token distribution



Allocation	Amount	Percentage	note
Reward Pool	5,000,000,000	50%	-
Reserve	2,000,000,000	20%	-
Marketing	2,000,000,000	20%	-
Sale	1,000,000,000	10%	-
<b>Total</b>	<b>10,000,000,000</b>	<b>100%</b>	-

# 2021 Roadmap

## Q1

- Service Launch (HandyPick)
- Improve Community Reward System & Update Ranking System
- 1st Language Update (Chinese, Indonesian)

## Q2

- Premium HandyPick Service Launch
- Blockchain On-boarding System ver1.0 Launch (Issue FRC-20 Token and Wallet On-boarding)
- Content System per Grades (GOLD/PLATINUM/DIAMOND)
- 2nd Language Update (Vietnamese)

## Q3

- Blockchain On-boarding System ver2.0 Launch (Generate On-chain Data)
- HandyPick Live Service Launch
- Develop Advertisement Managing System
- 3rd Language Update (Japanese)

## Q4

- Develop Users' Game System
- Expand Global Community (per Country)
- 4th Language Update (Spanish)

## 7. Disclaimer

This “Whitepaper” describes the token economy and token features of Handy. This Whitepaper has no relevance with any kind of guide and shall not be interpreted as a suggestion or investment attraction for any securities or other financial instruments under no jurisdiction. This Whitepaper cannot be revealed or distributed to the United States of America or its citizen (as defined under Regulation S under Securities Act of 1933 as amended). Also, this Whitepaper shall not consist any kind of advice (finance, law, tax, etc.) and shall not be relied upon in regard to decisions to purchase the Token. This Whitepaper was written in accordance with the view and plan of the Company as of the date stated on the cover page. The “Company” shall hold full discretion to revise parts of the Whitepaper from time to time depending on its business orientation. Revised version of the Whitepaper shall be in effect as soon as it is revealed.

Certain phrases in this Whitepaper contain predictive statements.

Such predictive statements involve explicit or implied risks and uncertainties, and factors that might cause or contribute to the significant difference between our actual results and those projected in the predictive statements.

Hence, the reader of this Whitepaper shall not excessively trust those predictive statements. The Company does not provide any guarantee on the future results or the predictive statements and their contents.

If there is any collision between any of the Korean version and the translated version of this Whitepaper, the Korean version always takes precedence.