HANDY

(Handy Pick Live)

version 2.2

2023.1.17

Handy

1. Abstract

1.1 Handy Pick

Handy Pick is a blockchain-based Social-Fi application that motivates users to participate through a joy of various forecast contents including crypto currency price forecast and PFP(Profile Picture) NFT(Non-fungible Token) a digital work in social media.

Users can customize or raise NFT as 'owned', and 'trade' or 'rent' through the marketplace. Also the NFT provides a lot of benefits for participating in various forecast contents in Handy Pick.

The value derived from participating in Handy Pick will be provided to users in a crypto currency called '$HANDY'. So users can find different values from the Handy Pick app such as a joy of forecasting for the future, possession and growth of NFT, communication between users, participation in forecast market and collective intelligence, and even earning crypto currency with practical value.

1.2 Forecast Market

The 'Future' meaning of time regarded as still to come is impossible to forecast, so humans have always wanted to know the future desperately for a long time. The future that humans desire to know includes a close future such as tomorrow's weather and a far future like 10 years, 100 years, even 1,000 years later. There are individual and non-professional future forecasts, but there is also futurology specialized in forecasting the future of society based on academic grounds and research methodologies such as changes in society's flow and environment. Prophecies based on subjective factors such as birthdays, tarot cards, constellations, superstitions, and self-confidence also have their origins in ancient times and have remained popular steadily until now.

Forecasts about the future have always existed with us, regardless of the times. Humans basically have a desire to know an uncertain future clearly, and they try to find the basis for predictive success in situations where the forecasts and the future match, and to forecast a similar future in similar situations. Entrepreneurs have constantly pursued future predictions to improve the company's performance. The fast pace of innovation, short product life cycles, and market globalization are making the business environment more complex and unpredictable.

In particular, forecasting in the financial market is a key factor directly related to assets, and as technology develops, it has even come to forecast with the power of artificial intelligence in modern times. Forecasts have power over all the factors that affect human life. If we correctly forecasted what would happen in the future (even though it wasn't human behavior), we would honor something that provided that forecast and try to predict the uncertain future through them.

Handy Pick is a service that combines human nature to forecast the future with interesting content called future market price of cryptocurrencies, creating a strong motivation for participation.
With a large number of users forecasting the market price at the same time, we can get a glimpse of the thinking of users in that field looking at the market. And as a collective intelligence, we can exert power beyond an individual's capabilities.

1.3 F2E (Forecast-to-Earn)

 The year 2021 was that various Participate-to-Earn projects started in which the 'network participants' from members of DAO(Decentralized Autonomous Organization) earned rewards for the value of the individual offered.

 In particular, many Play-to-Earn games challenged existing game companies. And now in 2022, the x-to-Earn projects that distribute rewards for the value that individuals provide such as a Learn-to-Earn earning values after participating in learning, a Move-to-Earn earning values through movement utilizing GPS, a Create-to-Earn earning values through creative activities, etc. are making a trend. Of course all the x-to-Earn projects were not welcomed but it was meaningful since it was a good try to set up its value for the 'participation' of users.

 Handy Pick is a Forecast-to-Earn service that users can earn rewards by forecasting crypto currency's future price and a global blockchain app service with more than 3.5 million users from all over the world.

 In Handy Pick Live, we aim to maximize Token transactions and increase user retention by improving feedback of that less tension and opportunity of participation and NFT service.

 In long term, through the expansion of forecast content in popular topic and user participation and B2B model (API, SDK), Handy Pick aims to the users who don't trust or feel difficulty with blockchain and crypto currency services and aims to become a Tokenomics rewards platform in the new market as new vertical and positioning service value have been occurred like metaverse.

2. Handy Pick Live' beyond the Limits of Handy Pick v1
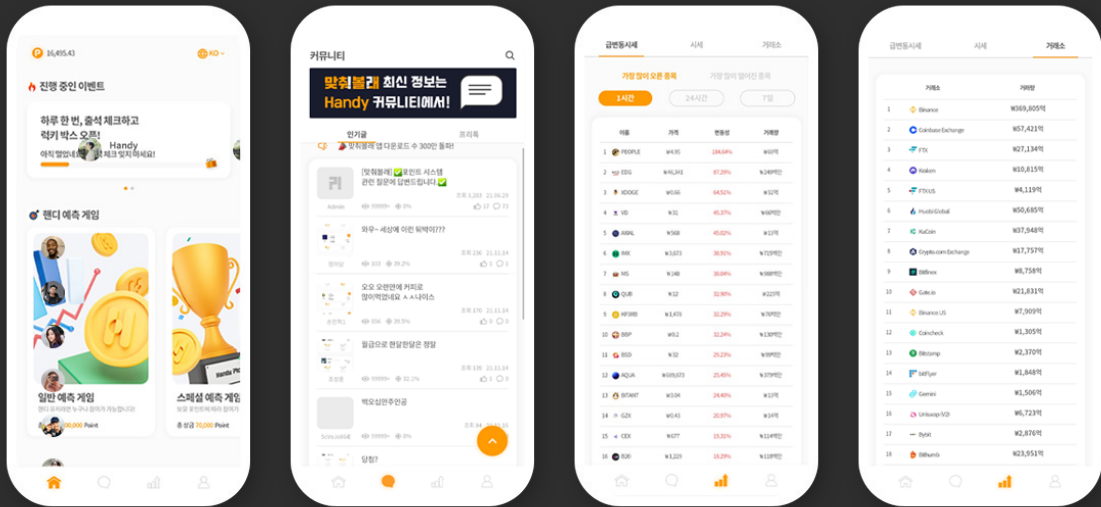
[Image 1. Handy Pick v1]

 Handy Pick v1 officially launched in January 2021 and attracted 3 million users in 10 months. It was an outstanding growth in blockchain-related service applications. Currently in 2022, the total number of users is 3.6 million and still increasing.

 In Handy Pick v1, however, all forecast content except Coffee Flex was designed to participate only one time for 24 hours so it led to less participation. Also, there was less thrill since user can find out the result in minimum 4 hours and maximum 24 hours.

 So in 'Crypto Live' content, the participation period has been lowered to 30 seconds so users can participate more actively, and make it more thrilling since user can find the result in a minimum of 30 seconds.

 Also, it had a long cycle of rewards distribution and less rewards in Handy Pick v1. So it has been updated to distribute rewards more meaningfully, and this will lead users to have more competitive participation.

 Handy Pick Live aims to support all users who are not familiar with or feel uncertain about blockchain, and even users who didn't get rewarded although they participated as well as crypto users by providing easy and convenient content they can enjoy.

3. Forecast Contents in Handy Pick Live

3.1 Crypto Live (BTC Live) - Forecast content every 30 seconds
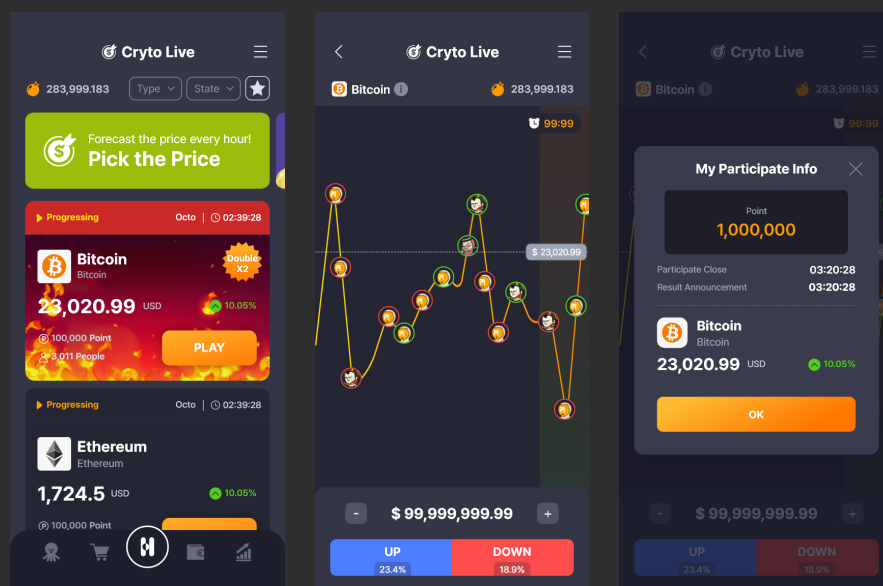

[Image 2. Crypto Live]

Crypto Live requires a quick forecast whether the price of crypto currency will increase or decrease in 30 seconds from now. It will be limited to high-ranked major tokens such as Bitcoin, Ethereum, BNB, etc. since users need to forecast after 30 seconds. This content will start in BTC Live forecasting Bitcoin price.

Users can forecast crypto currency's increase and decrease from anywhere and the result is decided by the crypto currency's price in 30 seconds later as of the time when the user participated. All users are provided with the same amount of USDP* every day. The winners will earn additional USDP by a c condition as of USDP invested when participating in. The USDP that the user stacked will decide the rank of the day.

Crypto Live distributes USDP immediately to the winners of the forecast. It is a core content of Handy Pick Live which Daily Reward is distributed based on that USDP.

*USDP: It's an abbreviation of USD Point. It is used as winning points for deciding daily rank. USDP can't be exchanged to cash or other crypto currencies, but shown as if it's USD so users can enjoy Crypto Live more friendly.

3.2 High & Low - Forecast content every day
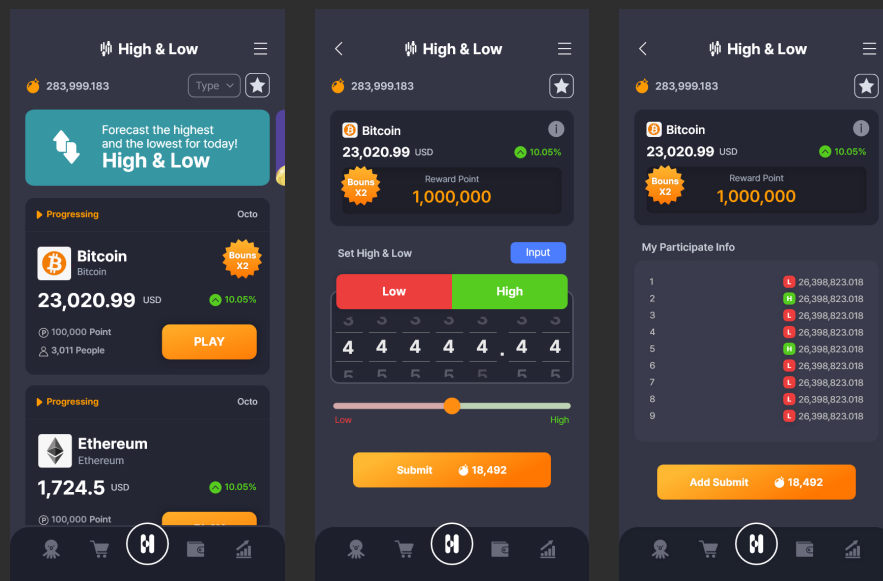
[Image 3. High & Low]

 High & Low is a content that users forecast the next day's highest and lowest prices. Users can make a forecast once for 24 hours and need to get both the highest and lowest correct.

 If there is no winner, the reward will be carried over to the next round up to 5 times. So if there is no winner for times, users may have a chance to win a large prize.

 High & Low, different from Crypto Live, doesn't need massive volume due to long term participation, so it can be played with more various crypto currencies. Crypto Live needs to have cryptocurrencies selected by the foundation, but High & Low can have various cryptocurrencies like collaborating partner projects or users' most wanted.

 To list a token in High & Low, a project needs to pay in $Handy and needs to distribute the rewards with the project's token.

 To prevent the malicious participation in High & Low content, the foundation will judge the users' participation by the regulation. Not to violate the ideology of blockchain decentralization, the regulation will be highly limited to some lists. When the governance vote system is applied later, governance participants will decide the eligibility of a project. The criteria for eligibility are as follows.

Lists	Details
Volume of Crypto Currency	Average of daily volume needs to be more than a certain amount for the last 30 days in the exchange where the crypto currency is traded the most
Transparency of Project Information Disclosure	It is decided by whether the important information such as Tokenomics, Token Economy, etc. is disclosed through project official channels such as website, blog, social media, etc.
Community Activity	It needs to have active community channels where users can acquire information and communicate about the crypto currency with the project. However, the number of users in the community is not considered as a key indicator and needs to be more than a minimum criteria.

[Table 1. High & Low Eligibility Criteria]

3.3 Sport Live (e-Sport Live)
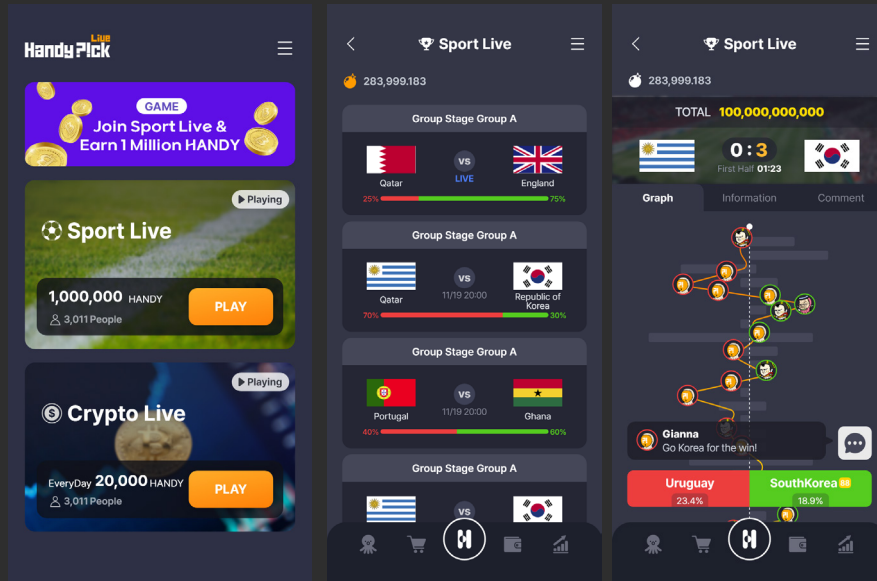
[Image 4. Sport Live]

 Sport Live is where users can forecast sports game results so it needs more analysis compared to other contents. It can be applied to e-Sport games like the League of Legends, Battle Ground, Overwatch, etc. as well as popular sports games such as soccer, basketball, baseball, etc.

 If Crypto Live is for all users related to crypto currencies from all over the world, Sport Live is for all sports or e-sport fans from all over the world. This may be a chance to expand blockchain-based service more. Users participating in Sport Live can have rewards both in mental and physical through a win of the team supporting and a reward earned by the team's win. Sport Live will be updated after the Crypto Live is disclosed, and have popular events such as soccer, basketball, baseball, etc.

3.3.1 Special Event - World Cup Live
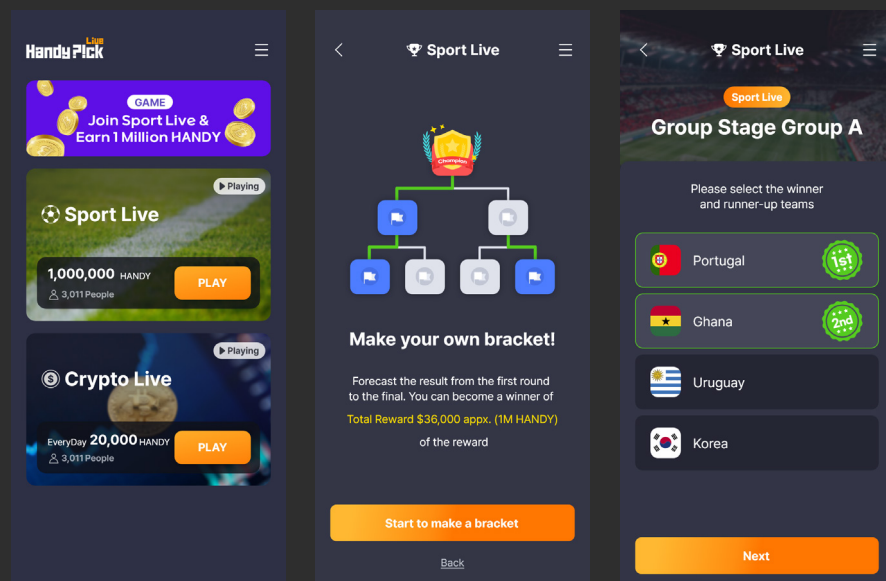
[Image 5. World Cup Live]

World Cup Live is a special event held through the World Cup, a worldwide festival, to present fun of participating and rewards in new content to existing users and to introduce Handy Pick Live to new users. All users can participate in the event through a simple process of downloading the app and signing up. Users can participate in the event by making their own bracket by forecasting from the group stage to the final.

By the result of the bracket except the third place match, the user who gets all forecasts will be the winner of a big prize. In addition, users who participate in the event can receive 'World cup Octo', a unique NFT (Non-fungible Token) created to celebrate the World Cup.

The Special Event is not limited to the World Cup, but can be open by applying to any special sport event held at a particular time, rather than a general and continuous league.

4. Handy Pick 2.0 Reward System

There are two different types of reward system in Handy Pick 2.0. First one is for users who accumulated ranking points most efficiently by winning the forecast in a scheduled period like Crypto Live. The second one is the reward distributed when it's decided at a certain time with a certain result like Sport Live and World Cup Live.

In Crypto Live, the reward is distributed by the rank of users who accumulated USDP the most in a day. In the next round, everything will be reset so everyone can start from the very beginning in the same condition. However, the USDP distributed additionally by watching ads and purchasing items support the user to participate in forecast content in a better condition.

In World Cup live, users can submit the bracket right before the game starts, and the result will be decided by them. In Sport Live, it will be decided by the single match result not the whole season, and users can earn rewards by the rate of points submitted.

5. Handy Pick 2.0 New NFT 'Octo'

[Image 6. Octo NFT]

Octo is Handy Pick's NFT inspired by the octopus Paul that predicted 8 times in a row (0.39% probability) from the 2010 South Africa World Cup. Octo is in many different shapes such as sports players like soccer, baseball, etc. and even aliens or astronauts. There is only 1 Genesis NFT and all other Octo share the different parts.

Octo has its own value as PFP NFT but the biggest benefit to own Octo is that user can enjoy more efficiently in Handy Pick 2.0 content. Octo owners can have their own community and may have a discussion to utilize Octo more efficiently.

Octo also can increase its level. As users increase the Octo's level and decorate the fish tank, Octo's stat that affects forecast content will increase so users can get a higher rank.

All Octos can be traded or rented through the marketplace. It is another way to enjoy Handy Pick 2.0 that users raise their Octo to make it more valuable.

5.1 Octo Benefit

Octo provides additional benefits to participate in Handy Pick 2.0 forecast contents as well as the unique value that NFT basically has like value of owning, exchanging, etc.

5.1.1 Crypto Live

If users have Octo, the amount of USDP earned from the ads in Crypto Live will increase. Also, the limit of USDP investment amount utilized for forecast will increase.

5.1.2 Sport Live

In Sport Live, Octo can check other users' opinions on the game in real time. Also, Octo provides the information of the match such as history, line-up, etc., so users may have a chance to forecast more accurately.

5.2. Octo Enhancement

Users can enhance their Octo through the level-up, fish tank decoration, gem upgrade, and so on.

5.2.1 Level Upgrade

If Octo levels up, Octo's stat will be increased. Octo's stats are foresight, concentration, HP, durability. The effects of foresight and concentration are disclosed first, and the rest will be disclosed later.

Octo's Stats	Details
Foresight	Increase the limit of USDP used for the simulating investment
Concentration	Increase the amount of USDP earned from watching ads
HP	Disclosed later
Durability	Disclosed later

[Table 2. Octo Stats]

As Octo's level is increased, users can decorate the fish tank, Octo's habitat. There are 4 sockets, and users can equip the items to enhance Octo's stats.

Level	Unlocked Function
5	Socket 1 Unlocked
10	Socket 2 Unlocked
15	Socket 2 Unlocked
20	Socket 4 Unlocked

[Table 3. Unlocked Function by Level-up]

5.3 Feeding Octo

Octo supports users to get ranked higher and win the forecasts more in various ways. However, if Octo supports users for a long time it will get tired, and it might not be able to exercise the ability. So users need to feed Octo so it won't get tired. The feeds for Octo can be purchased in app or earned free through watching ads.

5.4 Communication with Octo

Users who have Octo can communicate with other Octo owners through the specific channels directly and indirectly. In those channels, users can share the strategy of Octo's enhancement, usages, and more. Also, the post supported by many users may get additional rewards through the foundation's verification.

Octo's unique community may provide the guide for utilizing Octo more efficiently, and can create a bond between Octo owners to have a better community.

6. Token Economy
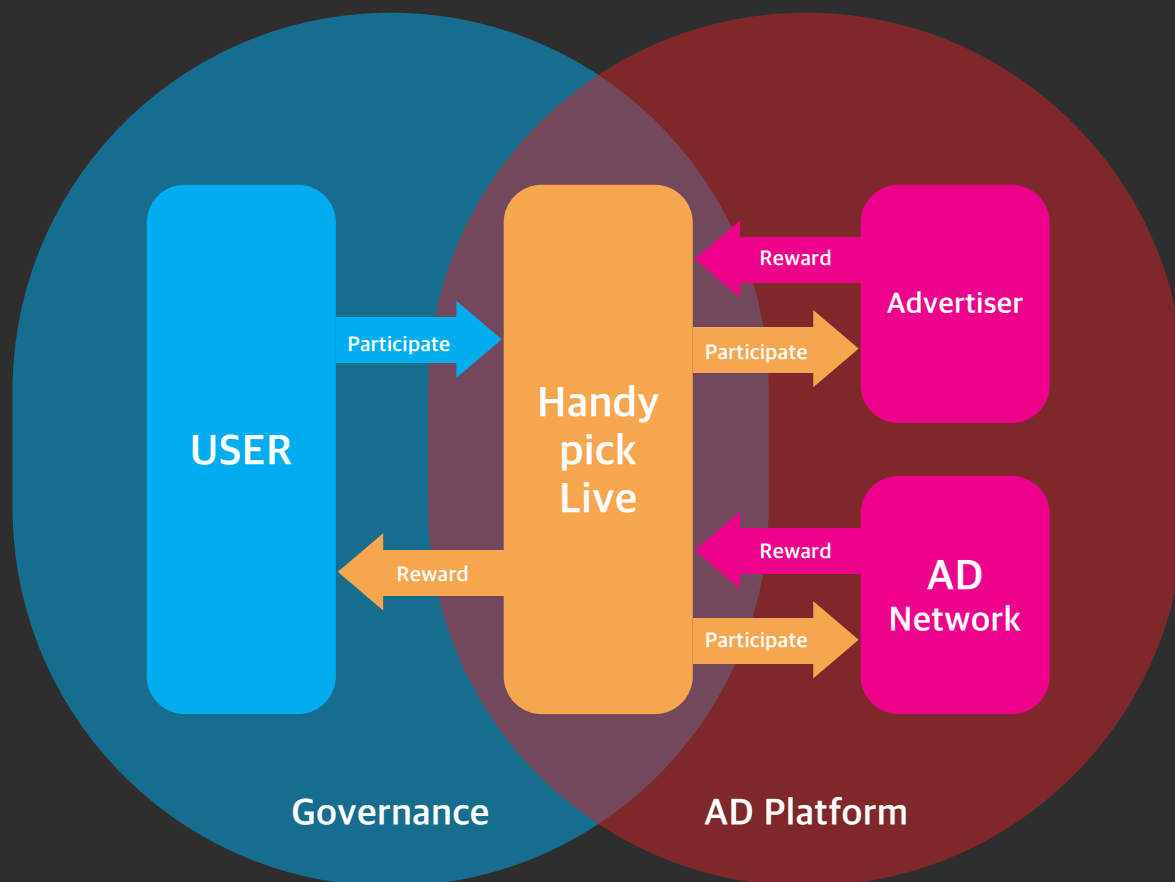
[Image 6. Token Economy]

 Handy Pick Live intends to have an ecosystem in a system of 'participation' and 'reward'. And $HANDY token is used in the ecosystem.

 Users participate in Handy Pick Live forecasting content and earn rewards for that.

 Advertisers pay $HANDY to expose their ads to Handy Pick Live's users who are more interested in blockchain and cryptocurrency.

 The part of revenue generated from users participation and AD Network will belong to the Treasury Fund and be used for the investment, delegate farming, etc., and be reserved for contingency, so it will make the HANDY token ecosystem more stable and solid.

7. Token Information

7.1 Token Generation

Project Name	HANDY	Token Symbol	HANDY
Mainnet	Ethereum, Klaytn, MEverse(Expected)	Type	Utility
Total Supply	10,000,000,000	Decimal	18
Contract 주소	0x8bbe1a2961B41340468D0548c2cd5B7DFA9b684c		

[Table 4. Token Generation]

7.2 Token Allocation

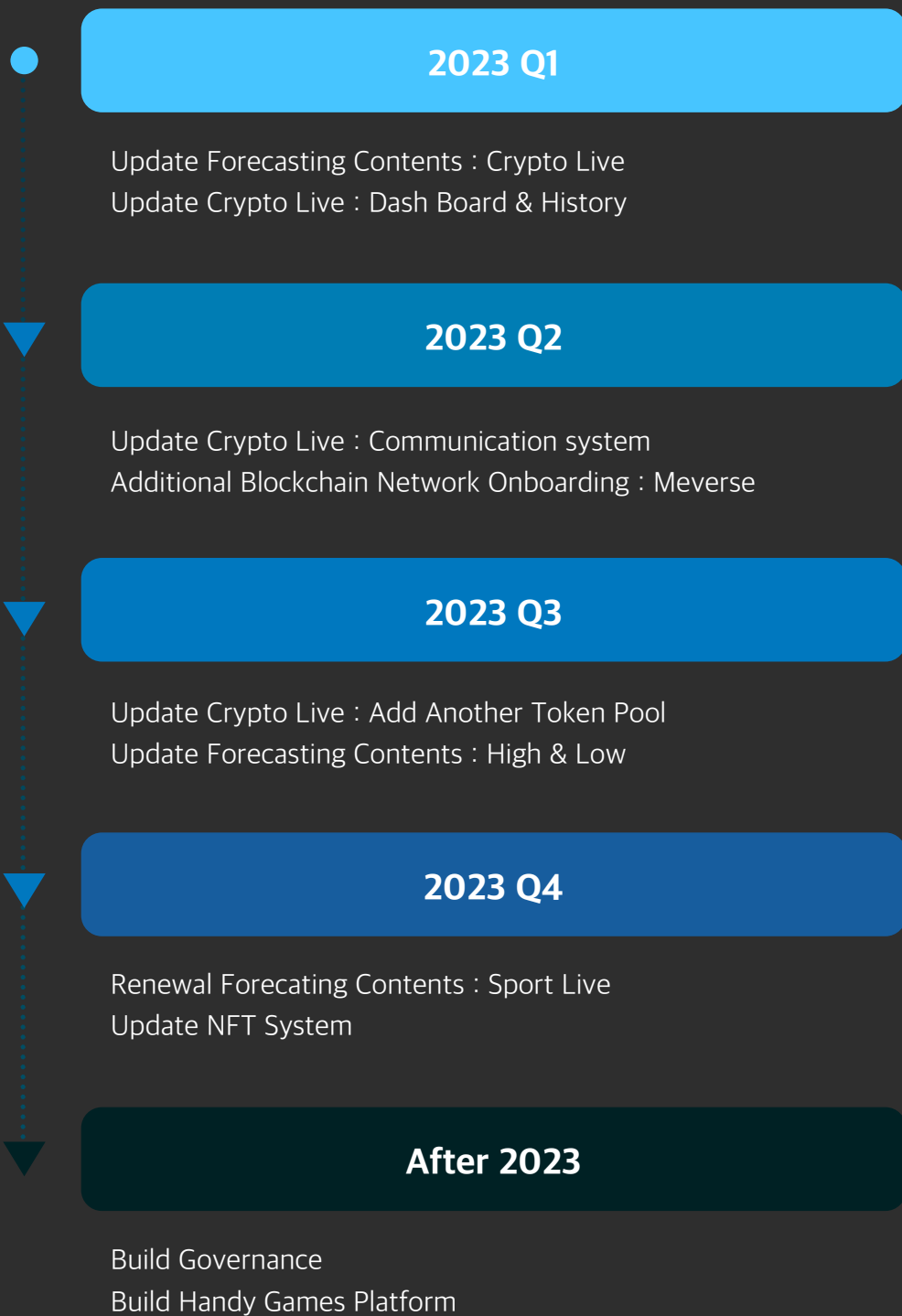| Allocation	Amount	%	Note
Reward Pool	3,000,000,000	30%	Rewards for the ecosystem participants such as 'Handy Pick Live', etc.
Reserve	1,500,000,000	15%	Reserve amount for the common good of ecosystem
Marketing	1,500,000,000	15%	Used for the marketing in the original service and new roadmap achievement
Sale	1,000,000,000	10%	Attract the investment
Ecosystem	1,000,000,000	10%	Used to maintain and expand the ecosystem
Team	1,000,000,000	10%	Team
R & D	500,000,000	5%	Service and contents research and development
Partner & Advisor	500,000,000	5%	Partners and Advisors who contributed to the project
Total	10,000,000,000	100%	

[Table 5. Token Allocation]

Handy Token is allocated to a total 8 items and each item is locked up basically. Handy Token's unlock schedule is disclosed transparently via 'Xangle', an information disclosure platform constructed to improve the cryptocurrency market to a more transparent and reliable information environment. The unlock schedule for 2023 will be disclosed via Xangle and adjusted to the whitepaper.

Go to Token Unlock Schedule(Oct. 1st 2021 - Dec. 31st 2022) Disclosure

8. Roadmap

2023 Q1

Update Forecasting Contents : Crypto Live
Update Crypto Live : Dash Board & History

2023 Q2

Update Crypto Live : Communication system
Additional Blockchain Network Onboarding : Meverse

2023 Q3

Update Crypto Live : Add Another Token Pool
Update Forecasting Contents : High & Low

2023 Q4

Renewal Forecating Contents : Sport Live
Update NFT System

After 2023

Build Governance
Build Handy Games Platform

9. Disclaimer

1. This whitepaper is written to provide the information of Handy Pick.

2. It should not be construed as an offer or attraction to invest in securities and other financial instruments in any jurisdiction.

3. This whitepaper is not applicable to any form of advice (financial, legal, tax, etc.) and should not be relied upon in relation to token purchase.

4. This whitepaper was written according to the company's views and plans on the date specified on the cover, and "company" has full discretion to revise and publish part of the whitepaper from time to time in accordance with the direction of the business. The modified whitepaper will take effect immediately from the time it is published.

5. Handy Labs does not take any responsibility for the whitepaper and does not guarantee the completeness of the whitepaper.