



LIGHTPAPER.

Steam on the Blockchain.

Game Publishing + DeFi + Metaverse = HashUp

HashUp is the first **decentralised open source** software distribution platform implementing digital token models into the world of software publishing and distribution. HashUp is creating **brand new digital media** for software licenses using **decentralised finance**. By combining the **advantages of physical and digital software licence media**, a digital game cartridge has been developed working running **natively on blockchain**.

GameCap.io

CoinMarketCap
with video games

Gameexplorer.io

Etherscan
for Gamers

GamePaper.io

Kickstarter
with games

Gameexchange.finnace

Uniswap
with games

GameWallet

TrustWallet
with games

HASHUP BUSINESS MODEL IN ONE SENTENCE.

“BY ELIMINATING INTERMEDIARIES, IT IS POSSIBLE TO LOWER THE PRICE OF THE GAME FOR PLAYERS AND INCREASE PROFITS FOR CREATORS.”

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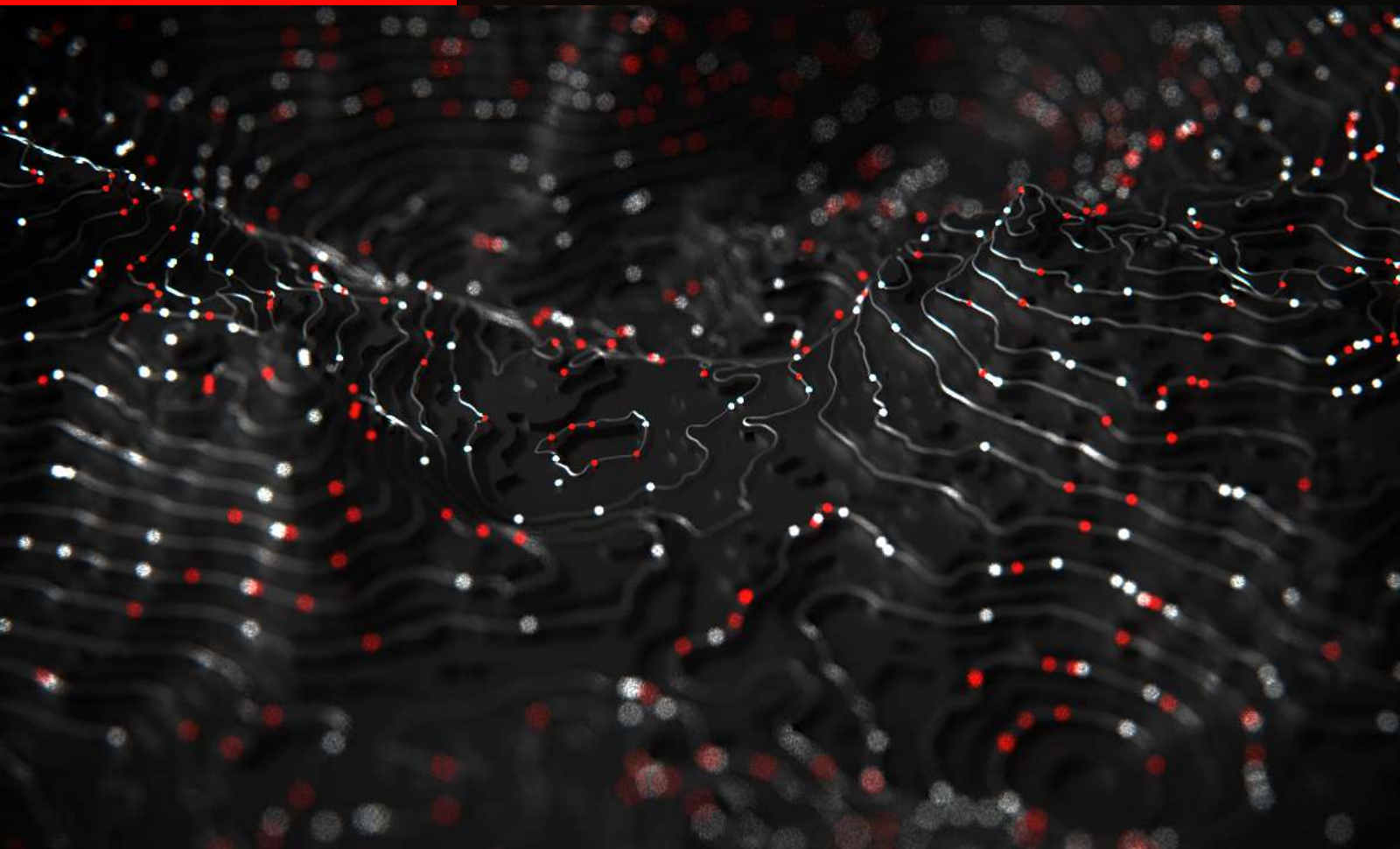
Introduction

NEXT STEP IN EVOLUTION

HashUp is the first completely decentralized open source software distribution platform, HashUp creates entirely new digital media software licenses using decentralized finance underneath.

From the combination of the advantages of physical and digital software license media were created: [#cartridge](#) for games and [#disk](#) for software.

Freeing the software market from the hands of centralized distributors is what HashUp is all about.



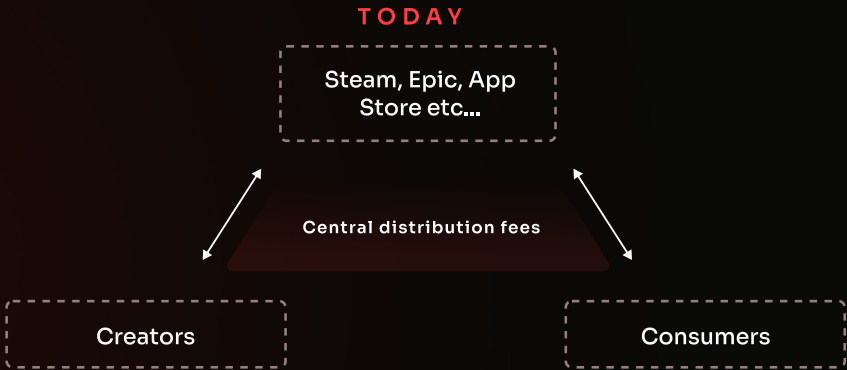
The HashUp Mission

FREEING UP THE MARKET

Our mission is to connect creators directly with players. Currently, some of the money goes into the pockets of the middleman, which can be eliminated. This means the full amount to the emitter of the software units, or a reduction in costs, meaning no more passing it on to the end consumer.

A natural step in the evolution of software and its distribution is the use of blockchain technology to improve trading and create new market opportunities for both players and for creators. Such a solution made it possible to create decentralized digital media software licenses, which:

- ▶ secondary trading rules are freely shaped by Creators
- ▶ cannot be broken
- ▶ do not require any intermediaries in the distribution process



Decentralized Distribution

NEW POSSIBILITIES

Increased earning opportunities for creators

Thanks to the decentralization of licensing media and therefore distribution itself, the free market and decentralized finances, Creators have much greater opportunities to make money than with a centralized distributor.

Proprietary nature of trading

Putting software licenses in the hands of the people while protecting the rights of the creators. This opens the door to a secondary market.

The producer as dictator of supply

The creator will have to decide how many units to release to the market. Releasing too little copies into the market, the price would be high; releasing too many, it would be too low. We want software to be subject to natural market processes like speculative bubbles.

Speculation of value

With the combination of the free market and the decentralized world, there will be another instrument for speculators. We have nothing against them, let there be as many as possible.

IGO – Initial Game Offering

A creator can use HashUp as a whole new method of funding their projects by simply selling cartridges for a game that has not yet been created. Such a process is called Initial Game Offering. During IGO, the game is sold at a fixed price set by the developer to determine liquidity.

Freedom and Power for Developers

The free market for games will „liberate” developers from publishers, making them much more independent. It is the Creator himself who sets all the rules for secondary trading of each game cartridge he releases. It is the Creator who is the dictator of supply. It is the Creator who has freedom, power and independence.

Decentralized lending

Our solution allows for the development of decentralized game rental stores that will enable lending of games without intermediaries. This means that the person borrowing the game is protected by a smart contract. No intermediary is needed. The automation of lending by means of a smart contract will make it possible to passively earning from owning a large number of games.



Cartridge 3.0

DeFiNitive Edition of The Game License Carrier

What is cartridge on Blockchain. Cartridge 3.0

The smart contract to which the license to use the software is assigned, and which informs about the number of licenses assigned to the address, is a decentralized digital license carrier. If the license authorizes the use of a game, this digital license carrier is called a Cartridge, because in essence such a carrier contains exactly the same information as the physical counterpart. If the license allows you to use the software, the license media is called a floppy disk.

The cartridge contains as much data as possible, that is, the name, description, information about the creators and the product. The smart contract itself cannot hold the files or it would be very expensive/inefficient to do so, so the cartridge contains redirects to this data on other networks.

The files on the cartridge are held as links, references to files held on other decentralized networks created for these types of data. For storing images, we suggest using the Arweave blockchain [3], which is a decentralized database of eternal files, where the cartridge will only contain a link to the image.

For game files, we suggest using Torrent - a decentralized file base. Of course the creator himself must decide which tools he uses to store data on the cartridge, but we suggest using decentralized networks, because it's the cheapest and most effective solution, and such a cartridge in theory should be able to store files forever. So all in all it is a full-fledged cartridge that has everything in it that a physical counterpart has, not less it is a decentralized perpetual digital license carrier.

The cartridge uses the ERC20 interface, meaning it can be stored on most cryptocurrency wallets and can use ERC20 compatible smart contracts. The cartridge contains the code from the ICO, called IGO in our country, and has its own liquidity pool, so we can say that the cartridge itself knows how much it costs.

The cartridge is created using the GameContract.io platform, through a smart contract we call „GameContract“. To play the game you simply need to own 1 license medium, which is 1 cartridge. The DRM protection works thanks to OAUTH2.0 [4]. HashUp is not an intermediary exchange between the Creator and the Player, no commission is charged for selling or trading licenses.

The first versions of cartridges will have, as a test, a liquidity pool that charges 0.3% commission for trading on it, where 2/3 goes to the liquidity addresses and 1/3 goes to HashUp. We will probably drop this commission in the future, as we do not want to be a middleman at any stage of cartridge trading.

1 Token = 1 Video Game.

Buy2Play

Cartridge on blockchain is a licenced copy of the game secured by blockchain. Freely shape the rules of the secondary market as a Game Creator.
Liquidity pools with video games!



HashUp Ecosystem

REVOLUTIONARY SETUP

GameCap.io

GameCap.io is a platform that collects information about all cartridges, while allowing for their simple purchase directly from the producer at a fixed price or directly from the liquidity pool contained in the code of each cartridge. We decided to take inspiration from CoinMarketCap, which is a platform listing all cryptocurrencies.

GameXplorer.io

Gamexplorer is the equivalent of Etherscan, a public and transparent blockchain explorer for the gaming world. Gamexplorer focuses on presenting a player's game library and achievements as well as their blockchain account balance. It allows you to view the transactions that have taken place recently on each cartridge and each wallet.

GameContract.io

Cartridges are created using a smart contract, which for simplicity we call GameContract. GameContract.io is a platform created for Creators so that Developers without knowledge of blockchain technology and solidity can create cartridges, manage content on them, set rules for secondary trading or link the cartridge with software.

GamePaper.io

GamePaper will be a future fundraising platform for game development.

Gamexchange.finance

Gamexchange aims to become the first decentralized game exchange that combines the principles of AMM (Automatic Market-Maker) and an Order Book to give players and Creators as many speculative opportunities as possible.

What the process of releasing a game on HashUp looks like?

HashUp transfers the naturally created free market model of cryptocurrencies to the model of games and software development.

- ▲ The author of the idea creates GamePaper, that is presents the idea of the game and informs about the rules of the secondary market or the number of cartridges in circulation and assembles the first people to to realize the idea.
- ▲ The developer creates a Landing Page, a page that presents the game.
- ▲ Based on the GamePaper and Landing Page, the creators gather a community that believes in the project by advertising on online forums or on a specially created platform: GamePaper.io
- ▲ The fundraising for the game’s development is Initial Game Offering, selling cartridges for a game that the Creator has pledged to create in the future with the funds raised.
- ▲ After successful IGO, game goes to GameCap.io for list of games in development process. GameCap lists free market prices for games.
- ▲ The finished game is released and goes on the official GameCap.io list along with other released games.



The # token

SOFTWARE EXCHANGE UNIT

What is #?

The # is the exchange unit for games and software. It is used to purchase cartridges and floppy disks on the blockchain at HashUp. The total # is exactly 2.137 billion. The company creating HashUp holds approximately 250 million # in reserves. In the initial circulation there are about 300 million #. 500 million # is allocated for rewards for stake holders #. 1 billion # is earmarked for those who stake the cartridges. The unlocking period for all # in circulation should be approximately 21 years. This chapter will be expanded over time.

What is # used for?

The # is essential for:

- ▲ Provides liquidity by default for all cartridges and floppy disks on Blockchain
- ▲ Is the voting power when adding games to the official list - it is the players who decide if a game will be
- ▲ released on the platform. The players make it official.
- ▲ Is essential for buying ads visible in the HashUp ecosystem

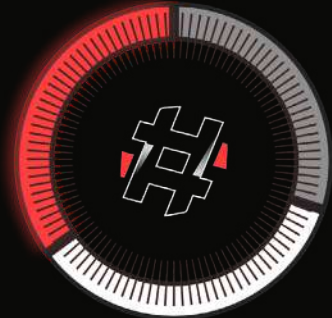
How to earn #?

The # can be earned in the following ways:

- ▲ By publishing games
- ▲ By speculating on game prices
- ▲ Providing liquidity to cartridges and floppy disks
- ▲ By staking cartridges (distribution of new units)
- ▲ By staking # (distributing new units #)
- ▲ By providing liquidity to # and cartridges (distribution of new units #)
- ▲ By speculating on advertising prices on the HashUp platform
- ▲ By frequent airdrops

Tokenomics

- Token name: Hash / #
- Start Supply: 1 000 000 000
- Start Price: 0,02\$
- Token type: Deflationary, Governance
- Token standard: ERC20



Fundraising and Listing

- 5% Pre-Seed
- 20% Seed
- 5% Listing



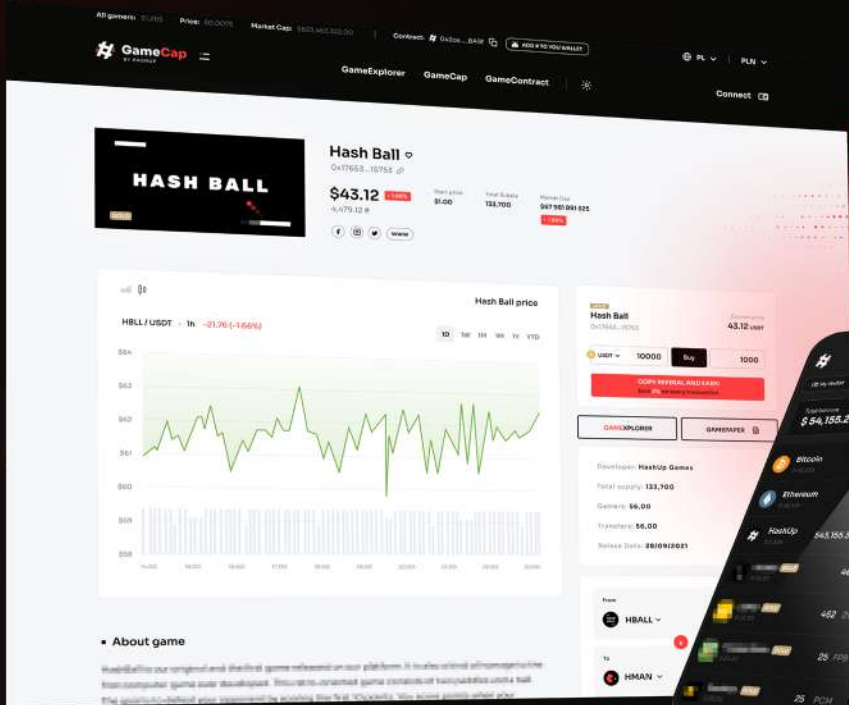
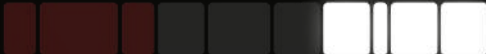
DeFi Mechanics

- 10% Providing Liquidity
- 15% Liquidity Mining
- 10% #Forum



HashUp

- 10% Clore Contributors
- 5% GameDev Partners and Advisors
- 10% Community & Marketing
- 10% HashUp Company Operations



Summary

REVOLUTION

HashUp is an upside down turn of the current distribution model. The change that comes with HashUp provides completely new and vast opportunities.

By putting the software that people have bought into people's hands, we will change the way people look at it, and show the true value of software. People will speculate on the value of software and collect it more easily than ever before.

Developers will no longer have to maintain a centralized infrastructure for their software themselves and will be able to share the cost of maintaining such servers with the community. Software that goes on HashUp will immediately be available for purchase and download worldwide. The lack of commissions will drive Creators away from centralized distribution platforms.

Thanks to Blockchain technology, it will finally be possible to exchange digital media for software, just like CDs used to be.

Friends of HashUp



Our Technologies



Contact

LET'S KEEP IN TOUCH

Our headquarters

HashUp P.S.A.
Al. Jana Pawła II 27
00-867 Warszawa

hello@hashup.it

NIP: 5272974670
KRS: 0000927509

For Creators

[🔗 Documentations](#)

[🔗 What is a cartridge?](#)

Work with Us

Send us your CV

Become a HashUp Ambassador

Contact us