

# EverArcade & EverVault

**Three distinct user groups. Two standalone products. One team.**

EverArcade Team

December 2025

## The Three User Groups We Serve

1. **Arcade Players** - casual gamers who want fast, cheap, on-chain retro games
2. **Game Developers** - indie studios & solo devs who want to ship WASM games with instant revenue
3. **Vault Investors** - U.S. accredited persons with capital-gains tax exposure looking for QOZ real-estate

Two separate front-ends. Two separate revenue models. Zero user-story confusion.

### 1. EverArcade - For Players & Developers (Q1 2026)

**For Players - No gas, <1¢ per game - Pay/win with any XRPL token via pathfinding - Own your skins, high scores, tournament prizes**

**For Game Developers** (the real moat) - One-click deploy from GitHub → live on Ethernode HotPocket cluster - Automatic 70/30 or 80/20 revenue split (dev keeps majority) - Built-in Xaman wallet payments + NFT minting hooks - Zero server ops - we run the hosts, you just ship .hp bundles

**Business model** - 1-2% platform rake on all wagers - Premium listing slots & dev tools subscriptions → \$500k-\$3M ARR at 10-25k DAU (proven on other chains)

**Tech (same for players & devs)** | Layer | Tech | Status today | |-----|  
-----|-----|-----| Game execution | Evernode  
HotPocket (.hp) | 5 titles running on AlphaNet | | State/leaderboards | Xahau  
Hooks + host disk | Live | | Assets | IPFS / nft.storage | All art pinned | | Frontend |  
everarcade.games (Vercel) | Live today |

## 2. EverVault - For Accredited U.S. Investors Only (Q2 2026)

**Separate domain, separate UX, separate compliance flow.**

**Value prop** - Convert capital-gains exposure into tokenized QOZ real-estate - Defer 100% of tax today - Hold 10 years → new gains 100% tax-free

**One-click flow** 1. Connect Xaman at evervault.me 2. ZK proof confirms accreditation 3. Pick a building (Brooklyn multifamily, Austin tech campus, etc.) 4. Atomic batch transaction → 10-year Escrow + MPT shares (blackholed issuer)

**Business model** 0.5-1% annual management fee on TVL  
\$10M TVL → \$50-100k ARR (scales linearly)

**Tech (completely isolated from arcade)** | Piece | Tech | Status today | |  
-----|-----|-----| Accreditation | ZK  
proof → oracle | Stub working | | 10-year lock | Native XRPL Escrow | Tested | |  
Shares | MPT + blackholed issuer | Compiles today | | Valuation | Evernode +  
Chainlink oracles | In progress | | Frontend | evervault.me (Vercel) | Live today |

## Current traction (December 2025)

- Evernode host live (24/24 leases, reputation building)

- everarcade.games + evervault.me live on Vercel
- 5 arcade titles running on AlphaNet
- Vault contract compiles & executes on Xahau AlphaNet
- Zero external funding

## Grant Ask - \$250,000

USE OF FUNDS	AMOUNT	TIMELINE
Arcade - 5 launch titles + dev portal	\$100k	Q1 2026
Vault - ZK + oracle + legal audit	\$100k	Q2 2026
Shared compliance & marketing	\$50k	Ongoing

The grant just lets us open the developer floodgates and the vault TVL pipe at the same time.

everarcade.games → players + developers  
 evervault.me → accredited investors only

Three user groups. Two products. One stack.