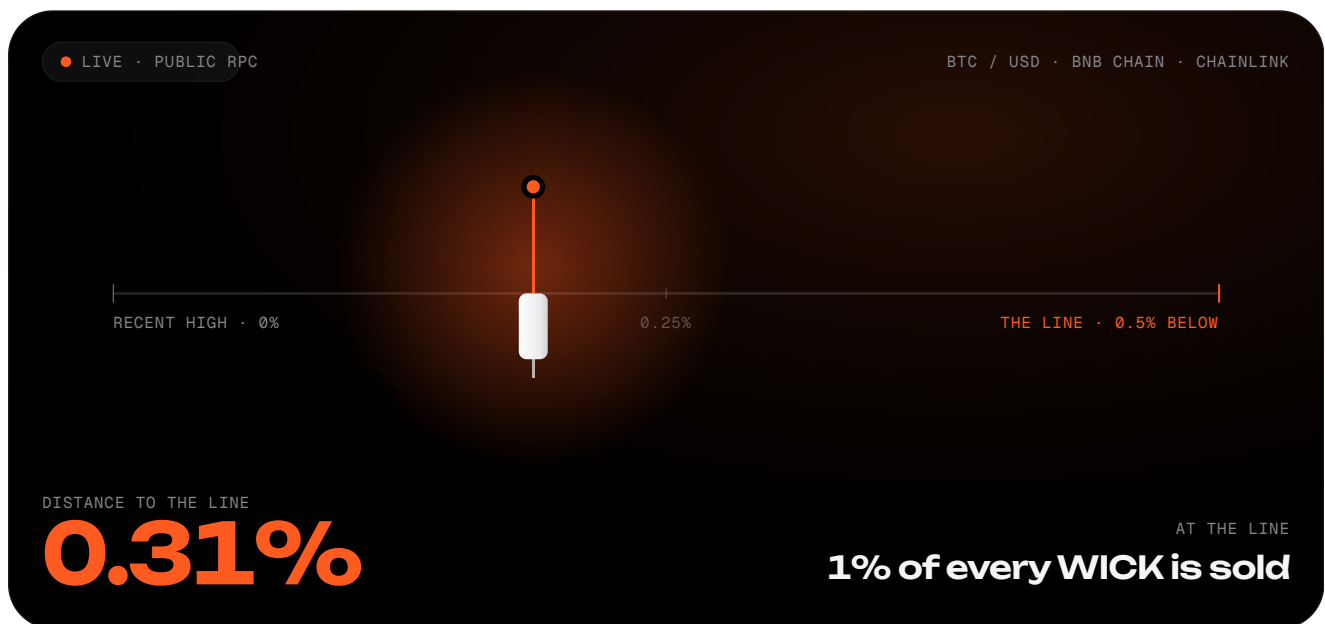


\$WICK · \$ASH · BNB CHAIN

Bitcoin dips. The house collects.

One coin with one rule: when Bitcoin slips 0.5% from its last high, 1% of every holder's WICK is sold and the BNB goes to the people holding \$ASH. Everyone who was shaved receives ASH for it. Papertrade's money flow, without the trading.



READ THIS FIRST

The House is a game with a published rule that takes from every holder. Every time Bitcoin dips 0.5% from its last high, 1% of every holder's WICK is sold. You can lose everything you put in. ASH may be worth nothing and cannot be sold for 28 days. Nothing in this paper is advice or a promise of any outcome, and nobody can change or stop the contracts. The full risk disclaimer is section 11; the terms are on thehouse.fun.

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The House is papertrade, but only with tokens, and easier. Papertrade proved that the people who make money on a perps venue are not the traders; they are the ones holding the house token from day one. The House keeps that exact money flow and removes the trading. One coin, \$WICK, with one rule written into the contract: every time Bitcoin dips 0.5% from its last high, the house sells 1% of every holder's WICK and pays the proceeds to the people holding the house token, \$ASH. Everyone who got shaved receives ASH for it. No positions, no sizing, no choices. Buy the coin; Bitcoin does the rest.

01

What papertrade proved, and what The House keeps

Papertrade launched on HyperEVM in October 2026 as a perps venue with up to 1000x, a liquidity pool that started at zero, and a house token, PAPER, minted to traders as they lost. In its first four days traders deposited about \$240M and net lost about \$32M, and \$26M of that went to the people staking PAPER. The first hours paid by far the most, because PAPER was minted at its highest rate while losses were pouring in (figures as reported by Odaily and KuCoin, October 2026).

Strip the product down to its money flow and it is three sentences: losers fund the house; the house pays the people holding the house token; the earliest holders of the house token get most of it. Everything else, the order book, the leverage, the positions, the margin engine, is the machine that produces the losses.

The House keeps the three sentences and replaces the machine with a rule. There is nothing to trade, nothing to size and nothing to manage. The "losses" are a fixed slice of every holder's coins, taken by the contract when Bitcoin dips, and sold for BNB. The house token is paid from that BNB and from the trading fees. The earliest holders get most of it, on the same kind of front-loaded curve.

	PAPERTRADE	THE HOUSE
Who loses	Traders who get liquidated	Every WICK holder, 1% per wick, the same for all
What triggers a loss	Each trader's own liquidation price	One public line: Bitcoin 0.5% below its last high
Where the loss goes	The house pool, then PAPER stakers	Sold for BNB in the same transaction: 80% to ASH stakers, 20% to the house
What the loser receives	PAPER, on a declining curve	ASH, on a declining curve, in proportion to what they lost
Can the house token be sold	When the team allows it; as of 20 October 2026 PAPER remains non-transferable	From day 28, by contract; nobody can delay it
What the user has to do	Open, size and manage positions	Hold a token
What can break	Pool solvency, oracle, matching, liquidations	A rebase and one sale; nothing can go underwater

Who decides whether the house token trades. On papertrade, the team does. On 19 and 20 October 2026 Papertrade announced that PAPER would remain non-transferable, citing the risk of attacks on its pool after a reported oracle-manipulation incident; holders have a token that pays but cannot be sold until the team says otherwise (as reported by KuCoin News and Crypto Briefing, October 2026). The House has no team that can make that call. ASH's 28-day lock and its unlock on day 28 are constants in an immutable contract; from that day ASH trades on PancakeSwap, a permissionless exchange, and nobody, including the people who wrote the contract, can extend the lock, pause transfers or delist it. Whatever happens to the price, the ability to trade is not anyone's decision.

The House is not affiliated with papertrade. It is a reduction of it.

The House in one page

\$WICK is a normal token on BNB Chain. You buy and sell it on PancakeSwap like any other coin. Supply is one billion, all of it placed in the PancakeSwap pool in the launch transaction on 20 October 2026 against \$10,000 of BNB from the house. No presale, no team allocation, liquidity locked. Buys and sells carry a flat 5% fee.

The rule. The contract tracks the highest Chainlink BTC/USD price since the last wick. When Bitcoin prints 0.5% below that high, the house's keeper calls wick(); if it has not within 10 minutes of the contract recording the dip, anyone can. In one transaction the contract removes 1% of every holder's WICK, sells it into the PancakeSwap pool, pays a small tip to whoever called it, sends 80% of the BNB to ASH stakers and 20% to the house, mints ASH to everyone who was shaved in proportion to what they lost, and resets the high to that price. A drop of several steps in one print is one wick, not several. If any step fails, nothing at all happens. The pool itself is never shaved.

\$ASH is the house token. It is minted only inside a wick, only from BNB actually captured, and only to the holders who were shaved. It arrives already staked: from the next wick on it receives its share of everything the house collects, every wick's 80% and every trading fee's 80%, paid in BNB that you claim on the site whenever you like. When you claim never changes what you receive. The amount of ASH a wick mints per BNB follows a clock that starts at the first wick: 70,000 ASH per BNB during the first 24 hours, then 70,000 divided by the day number, stepping down once a day forever (day 7: 10,000; day 30: about 2,333; day 365: 192). ASH cannot be transferred for 28 days after launch; from day 28 it trades on PancakeSwap and anyone can buy it and stake it.

The house takes 20% of every wick and every fee, plus 3% on top of every ASH mint, minted to a published wallet for the ASH pool and marketing. It holds no WICK. Its only income is the same income ASH holders have, one fifth of it.

WHAT YOU ARE DECIDING WHEN YOU BUY

Holding WICK costs you 1% of your coins every time Bitcoin dips half a percent, about ten times on a normal day, and pays you ASH for every one of those wicks. Selling costs you 5% and ends your ASH accrual; the ASH you already hold stays yours and keeps paying. Nothing is hidden, nothing is promised, and the contract has no owner who can change any of it.

0.5% the line

1% the wick

5% buy / sell fee

80 / 20 the split

70,000 ASH per BNB on day one

28 days then ASH trades

How a wick works, from launch

Three rules and one number. The number is `btchHigh`: the highest Chainlink BTC/USD price the contract has seen since the last wick. Every WICK transfer reads the feed and raises `btchHigh` if the price is higher; anyone can also call `recordHigh()` to do the same without trading, and the house's bot does so about once a minute. The line is `btchHigh × 0.995`. When Chainlink prints at or below the line, the wick can fire: the house's keeper has the first 10 minutes, then anyone. After it fires, `btchHigh` resets to the price that triggered it. Only Chainlink counts; nothing anyone trades can move the line.

Say the contract launches with Bitcoin at 82,000:

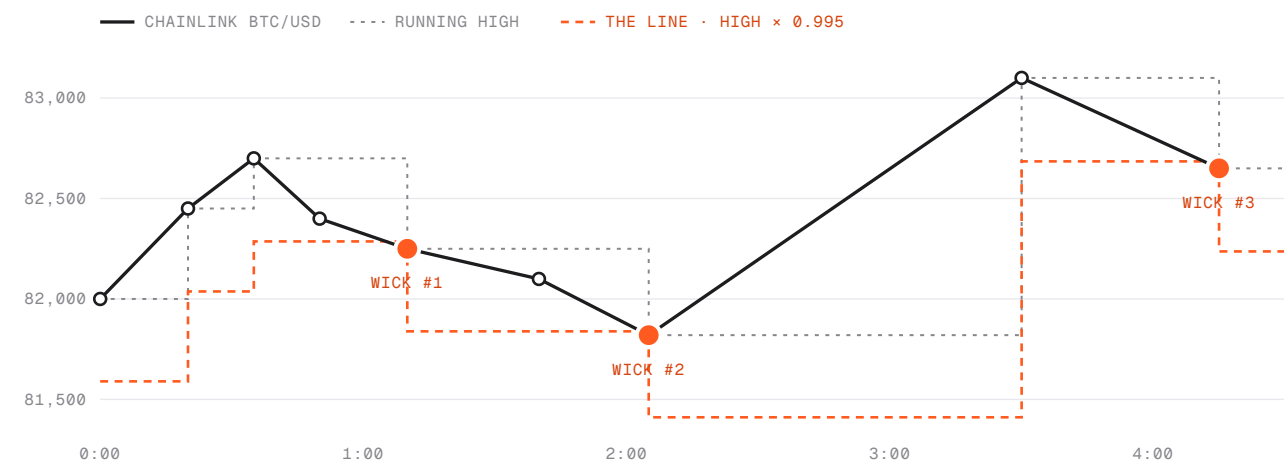


Figure 1 · The first four hours of the example. A new high moves the line up; a print at or below the line fires a wick and resets the high to that price.

TIME	CHAINLINK	CONTRACT
0:00	82,000	Launch. <code>btchHigh</code> 82,000, line 81,590. No ASH yet; early fees wait for the first wick
0:20	82,450	New high. Line 82,038
0:35	82,700	New high. Line 82,287
0:50	82,400	0.36% off the high. Nothing
1:10	82,250	Below the line: wick #1 . 1% of every wallet sold; BNB paid out together with the waiting fees; ASH minted at 70,000 per BNB; the ASH clock starts now . Reset to 82,250, line 81,839
1:40	82,100	0.18% below the new high. Nothing
2:05	81,820	Below the line: wick #2 . Reset to 81,820, line 81,411
3:30	83,100	New high, line 82,685. The climb cost nobody anything
4:15	82,650	Below the line: wick #3

A slide produces one wick per 0.5% step, and a gap down of several steps in one print is still one wick: one haircut, then the high resets to that price and the skipped levels are not replayed. A straight climb produces none; a choppy day that keeps dipping half a percent off each new high produces the most. Replayed over 21 months of real Bitcoin minute prices (January 2025 to October 2026), the rule would have fired a median of 10 times a day, 2 on a quiet day, 27 on a wild one, with no wick at all on 2 days in 100 and a longest gap of 50 hours.

10

WICKS ON A MEDIAN
DAY

2 – 27

QUIET DAY – WILD
DAY

50 h

LONGEST GAP IN 21
MONTHS

2 in 100

DAYS WITH NO WICK

What wick #1 does to one holder. Say the seed was 13.8 BNB and by 1:10 buyers have put 25 BNB into the pool. The pool then holds 38.8 BNB and about 356M WICK; holders own the other 644M. The wick takes 1% of every holder's balance: 6.4M WICK in total, sold into the pool for about 0.69 BNB. The caller's tip is 0.5% of that; of the rest, 80% (about 0.55 BNB) goes to the ASH distributor and 20% (about 0.14 BNB) to the house. At 70,000 ASH per BNB the wick mints about 38,500 ASH to the shaved holders and about 1,150 to the team wallet. A holder with 1,000,000 WICK (0.155% of what holders own) loses 10,000 WICK and is credited about 60 ASH, already staked, with nothing to activate. The fee BNB collected before the first wick, roughly 1 BNB from 25 BNB of buying, is paid out inside wick #1 together with the wick's own 0.55 BNB, to that first ASH in proportion, so there is no race to be first: the holders shaved by wick #1 collect it in full, which is why the first wick is the best one to be in. Every number here is on BscScan the moment it happens: the transaction shows the coins sold, the BNB received, the split and the ASH minted.

Inside the transaction. The 1% is taken by moving a global index, so every eligible balance falls at once in one write; the removed coins are credited to the contract and sold into the pool immediately, with a minimum output derived from the pool's 5-minute average price so that a sandwich or a sharp dump just before the call makes the wick fail instead of selling cheap. A failed wick leaves nothing changed and is simply called again next block. Then the split: caller tip, 80% to the ASH distributor, 20% to the house wallet, ASH minted, high reset. The whole thing is atomic: no haircut without the sale, no sale without the ASH, no reset without both.

Where every BNB goes

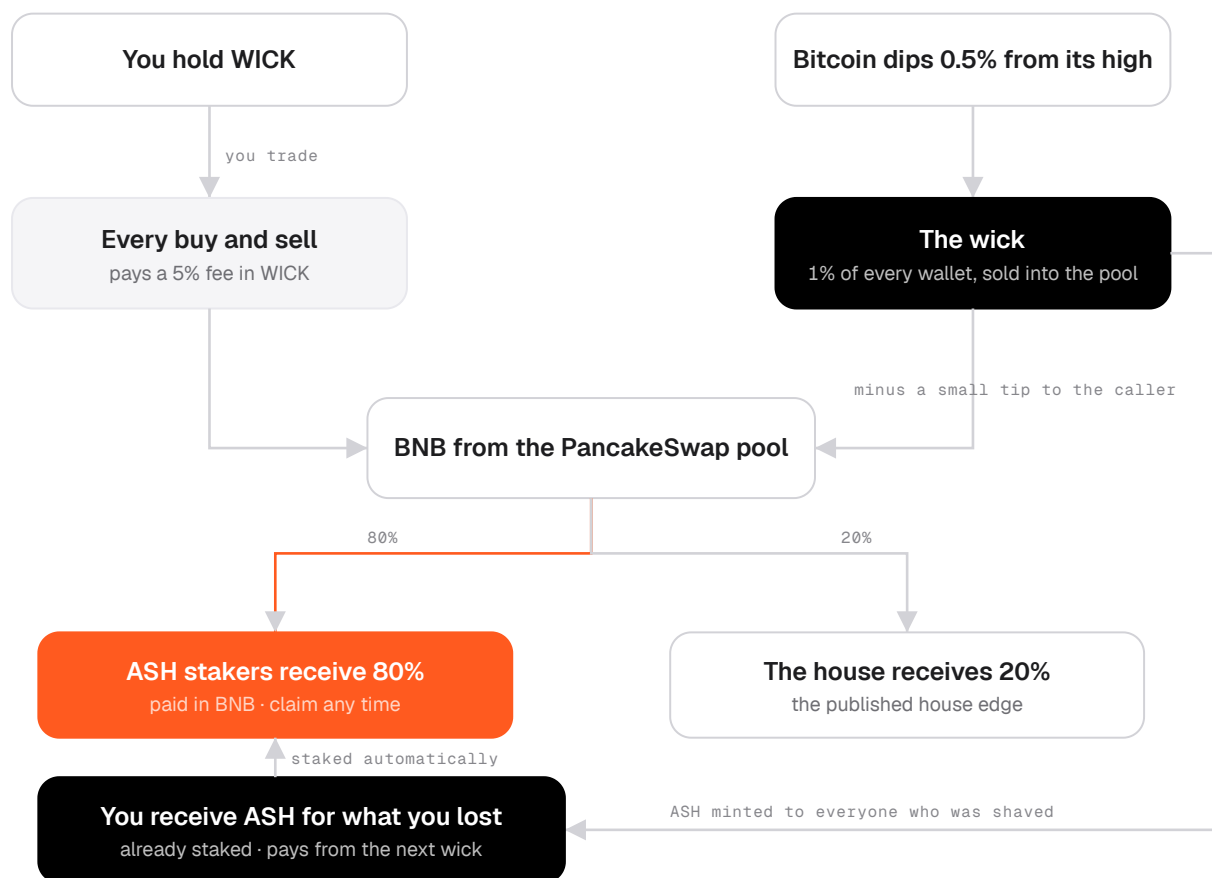


Figure 2 · Fees and wicks become BNB from the pool, split 80 / 20. The wick additionally mints ASH to the holders it shaved, already staked.

Two streams feed one pot: the 5% fee on every trade and the 1% taken by every wick. Both become BNB from the pool and are split the same way, 80% to ASH stakers and 20% to the house; the wick additionally mints ASH to the holders it shaved, which is how a holder becomes part of the house. The caller's tip is the larger of 0.5% of the wick's proceeds and a gas rebate, so anyone running the wick is paid for it.

ASH

Minting. A wick mints ASH equal to the BNB it sends to stakers multiplied by the rate of the day, and distributes it to the holders who were shaved in proportion to what they lost. Nothing else mints ASH: not fees, not the team, not a function anyone can call. Supply starts at zero. The team receives 3% on top of every mint, to a published wallet, locked like everyone else's.

The clock. The rate is 70,000 ASH per BNB during the 24 hours after the first wick, then 70,000 divided by the day number, stepping once a day at the first wick's clock time. It never reaches zero; it only gets slower. Each wick uses the rate of the day it fires.

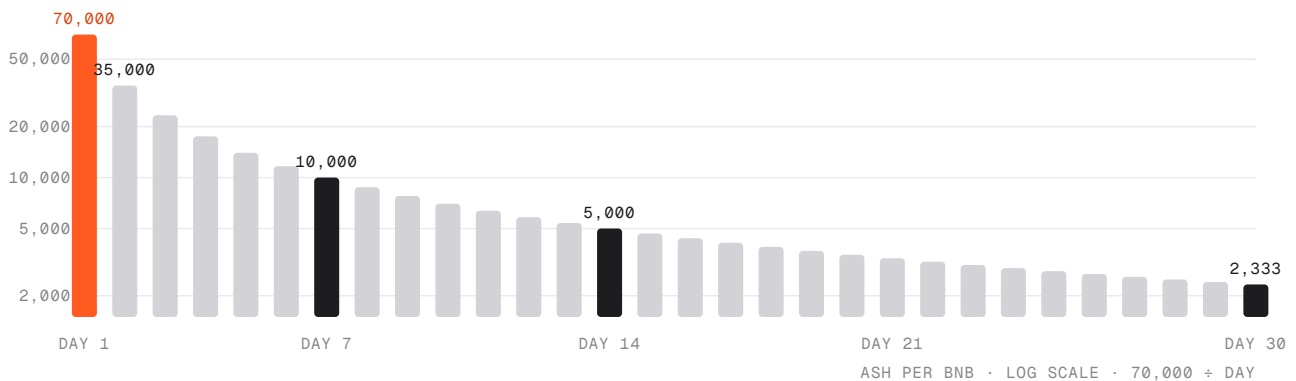


Figure 3 · The ASH clock for the first 30 days. Day one pays seven times day seven and thirty times day thirty; the curve never reaches zero.

DAY	ASH PER BNB	DAY	ASH PER BNB
1	70,000	14	5,000
2	35,000	30	2,333
3	23,333	60	1,167
7	10,000	90	778
8	8,750	365	192

The consequence is papertrade's: one BNB lost on day 1 buys seven times the ASH of one BNB lost on day 7 and 365 times that of day 365. With constant daily capture, the first day's cohort holds about a quarter of all ASH after a month and about 15% after a year; the first week's cohort about two thirds and about 40%. If the early days are quiet, less ASH exists, and every later BNB buys a larger share: the curve rewards early money without ever closing the door.

Earning. ASH is minted as staked. From the next wick on it receives its share of every wick's 80% and every fee's 80%, in BNB; the ASH from the very first wick also receives that wick's BNB and the fees collected before it. There is nothing to activate and no race. The crediting is lazy and exact: a wallet that never touches the contract for a hundred wicks holds the same ASH and the same BNB as one that claims after every wick. The site has one button, claim, which books your ASH and pays out your BNB; when you press it changes nothing about what you receive. Only ASH you have unstaked, or bought on the market, earns nothing until it is staked. Selling WICK does not touch ASH already credited.

Lock and unlock. ASH cannot be transferred for 28 days after launch, for everyone, team included. Unstake requests open on day 21 with a 7-day cooldown, so the first liquid ASH exists on day 28, when the house opens an ASH/BNB pool on PancakeSwap from its 3% mint and locks that liquidity. From then on buying ASH and staking it is the direct way to own the house without holding WICK. The date is a constant in the contract, not a decision: there is no function to extend the lock, pause transfers or

stop the pool. ASH has no end date: every WICK wick and every fee, and every later coin the house launches, pays into it.

06

The numbers, and why dodging doesn't pay

What holding costs. Ten 1% wicks take about 9.6% of a holding in a day and about half in a week. That is the design, not the small print. Every one of those wicks mints ASH to the holder who paid it.

What leaving costs. A sell pays 5%. The coins go back into the pool, which makes the next wick move the price less for everyone who stayed. The seller keeps the ASH already earned and earns no more.

The dodge. The distance to the line is public, so everyone will try this: sell before a wick, buy back after it. That costs 5% out and 5% back in to avoid a 1% haircut, so it only wins if the wick itself moves the price more than about 9%. With the launch pool it moves 2 to 6%; it approaches 10% only when a lot of money has come in, and then the dodgers' own sells deepen the pool and push it back down. And the skipped wick's ASH goes to the people who stayed. Whoever stays pays 1% and gets ASH; whoever leaves pays 5% and gets nothing. Either way the house collects.

Per 100 USDT of WICK held for one week (token quantity sold, before price impact; arithmetic from the rule, not a forecast):

WICKS PER DAY	COINS SOLD IN A WEEK	TO ASH STAKERS	TO THE HOUSE
2 (quiet)	13%	~10.5	~2.6
10 (typical)	50%	~40	~10
27 (wild)	85%	~68	~17

Plus the trading fees: at one turnover of the float per week, roughly 8 more to stakers and 2 to the house per 100 held.

Nothing can go underwater. The house holds no positions and owes nothing. There is no vault to drain and no bad debt to socialise. If buyers stop coming, WICK fades and ASH's income with it; that is the only failure mode, and even then every seller pays 5% on the way out.

If nobody else ever comes: the closed loop. This is the test of a pure DeFi design, so here it is in full. Suppose the house seeds the pool with \$10,000 of BNB, a group of buyers comes in on day 1 and puts in another \$10,000 of BNB, and then nobody buys and nobody sells ever again. The pool now holds \$20,000 of BNB and 500M WICK; the group holds the other 500M. There is no vault, no treasury and no counterparty: the pool is the only place BNB lives, and the only thing that moves it is the wick.

Every wick sells 1% of the group's remaining coins into the pool and takes BNB out. Because the pool is a constant-product market, each sale moves the price down a little and the next sale gets a little less BNB per coin. The BNB flows out of the pool and, through ASH, back to the same people: 80% to the

group, 20% to the house. The group's ASH is in exact proportion to the coins each member holds, because everyone was shaved the same 1% every time, so the BNB comes back in the same proportion it went in, whenever each member chooses to claim it.

AFTER	COINS LEFT WITH THE GROUP	BNB LEFT IN THE POOL	BNB PULLED OUT SO FAR	OF THE \$10,000 THE GROUP PUT IN	WICK PRICE VS LAUNCH
10 wicks (day 1)	90%	\$18,260	\$1,740	17%	3.3×
70 wicks (week 1)	49%	\$13,290	\$6,710	67%	1.8×
280 wicks (day 28)	6%	\$10,310	\$9,690	97%	1.06×
1,000 wicks	~0%	\$10,000	\$10,000	100%	1.0×

So in a month almost all of the BNB the group brought has been pulled back out of the pool and paid: about \$7,750 to the group through ASH, about \$1,940 to the house, a few dollars in caller tips. The group ends with 6% of its coins, all of the ASH, and most of its BNB. The pool ends where it started: the \$10,000 seed and nearly all of the supply. The seed was never touched; a constant-product pool cannot be emptied, it only gets more expensive to take from as it shrinks, and the wick stops taking when the group has no coins left to sell.

Three things follow. Nobody is left holding a bag with no exit: the exit is automatic and paid in BNB whether or not anyone else ever shows up. The only money that leaves the group is the house's 20%, which is the published house edge. And new buyers change the shape, not the rule: they raise the price the wicks sell at, which means more BNB per wick for everyone already holding ASH, and they are shaved at a lower ASH rate than the people before them. That is the entire reason to be early, and it is arithmetic, not a promise.

Lifetime. The index that shrinks balances has a precision limit of 7,560 wicks, about two years at the typical rate. After that WICK keeps trading with fees still flowing to ASH, and the house stops wicking that coin. ASH has no end.

Launch facts and what is immutable

Chain, venue	BNB Chain, PancakeSwap
WICK supply	1,000,000,000, all placed in the pool in the launch transaction against \$10,000 of BNB from the house. No presale, no team allocation, no airdrop
Liquidity	Locked with PinkLock (record 2077596), linked from the site
Launch	20 October 2026. One transaction deployed both contracts, minted the supply, created the pair and added liquidity, so there was no window between pair creation and liquidity for anyone to buy into. The addresses are in section 10 and on the site
Anti-snipe	For the first 10 minutes after launch each wallet could buy at most 0.5% of supply (5M WICK after fees) across all its buys; that window has passed
Wick caller	The house's keeper for 10 minutes after the contract records the dip, then anyone; the caller gets the tip
Fees	5% on every buy and every sell, in tokens, swapped to BNB and split 80 / 20
Wick	0.5% below the running Chainlink high; 1% of every eligible balance; atomic sale; 80 / 20
ASH	70,000 per BNB on day 1, then 70,000 / day; 3% team top-up; transferable from day 28; unstake from day 21 with 7-day cooldown
Oracle	Chainlink BTC/USD on BNB Chain only
Admin	None. No owner, no upgrade, no pause, no setter. Every parameter is an immutable in the contract and readable on BscScan
Team	Pseudonymous. The code is the team. It holds no WICK; its income is 20% of what the house collects plus the 3% ASH top-up
Verification	Source verified on BscScan; audited by several leading AI code-audit systems and by the in-house developers, reports on the proof page, which also lists every address and parameter as read from the chain

What "immutable" means for a reader: the numbers in this paper are the numbers in the contract, and nobody, including the people who wrote it, can change them after the launch transaction. **If the proof page ever disagrees with this paper, the chain is right.**

Questions people ask

THE HOUSE IN ONE SENTENCE

"Papertrade, but as a token: Bitcoin dips half a percent, the house sells 1% of everyone's coins and pays the people holding the house token. You get the house token for what you lost. No trading."

QUESTION

ANSWER

What's the catch? Is this a scheme?

No. A scheme needs hidden flows and promises. Here every flow is on-chain and immutable, nothing is promised, and the money comes from the pool and the trading fees, not from a treasury or from new deposits paying old ones. It is a DeFi protocol with a published house edge: holders pay 1% per wick by rule, ASH holders receive it. If that isn't for you, don't play

Who's the team?

Pseudonymous. The code is the team, and it can't be changed after deploy. Judge the rule

Will it go up?

Nobody knows and nobody will say. The rule is public; price is the market's

Why would I hold something that bleeds?

Because the bleed is the ticket to ASH, and ASH is what gets paid, every wick, with no end date. The people who did exactly that on papertrade were the ones who made money

Can I just sell before each wick?

You can. It costs 5% out and 5% back in to dodge 1%, and you forfeit that wick's ASH. Whoever stays pays 1% and gets ASH; whoever leaves pays 5% and gets nothing

What if Bitcoin only goes up?

No wick, nobody shaved, nobody paid; the house waits. Over 21 months of history the longest wait would have been 50 hours

Could ASH stay locked, the way PAPER did?

No. The 28-day lock and the day-21 unstake window are constants in the contract. There is no owner and no function that can extend them, pause transfers or stop the pool. From day 28 ASH trades on PancakeSwap and nobody can prevent it

Do I have to do anything when a wick fires?

Nothing. Every wallet is shaved in the same transaction and your ASH is credited to you, already staked. The site has one button, claim, which pays out your BNB; when you press it changes nothing about what you receive

Is it live?

Yes, on BNB Chain since 20 October 2026. The site shows the distance to the next wick, the BNB waiting for ASH stakers, the wick count and the ASH supply as the chain reports them

Availability. The site is blocked in the United Kingdom and in sanctioned jurisdictions. WICK and ASH are not offered to residents of the United States, the United Kingdom, sanctioned jurisdictions or anywhere participation is prohibited.

Risks, stated plainly

- 01 The bleed can outrun the buyers.** The house sells about 10% of holders' coins every day and the BNB leaves to ASH. If new buying doesn't absorb that, WICK drifts down by design, and ASH's income with it. That is the design; no code changes it.

- 02 ASH has no price for 28 days.** Holding through wicks in that time is a belief about what ASH will be worth when it trades. Day 28 will tell.

- 03 Wild days.** A crash can fire many wicks in minutes; the backtest's worst day would have been over a hundred. That is the rule working, and it will feel like the opposite.

- 04 Smart-contract risk.** A rebasing token with a sale inside the rebase is a demanding piece of code. It was tested on a mainnet fork before launch and audited by several leading AI code-audit systems and by the in-house developers, with the reports published on the proof page; there is no independent third-party human audit, and the proof page says so rather than implying one.

- 05 Platform risk.** Accounts, domains and tracker profiles can be pulled on complaint before any regulator acts. Everything real is readable on-chain and published in advance.

WICK does not carry Bitcoin exposure; Bitcoin is only the trigger. WICK is a DeFi protocol with a published house edge. **If that is not for you, don't play; if it is, know the numbers before you do.**

Status and channels

● LIVE · BNB CHAIN

WICK and ASH have been live on BNB Chain since 20 October 2026. The pool is open on PancakeSwap, the keeper is running and the site shows the distance to the next wick and the house's numbers as the chain reports them. The addresses below are the only real ones; any other address, and anyone offering WICK or ASH outside PancakeSwap, is a scam. ASH does not trade before day 28.

WICK 0xBc4721B16Eec6197496524Ea0D8082ab08A470bc

ASH 0x86d02425D7B9Eb11066d12D42F65EDFDF7B58B93

Pool 0x8197cfF7362c57da2947478feF5cf8b9d43AC390 PancakeSwap v2 · WICK / WBNB

Liquidity lock PinkLock record 2077596, linked from the site

Site thehouse.fun (live)

X @TheHouseDotFun (the only account; it never DMs first)

Email for press, listings and partnerships wick@thefhouse.fun (the only address)

This paper describes rules that are immutable in the deployed contracts. Where this paper and the chain differ, the chain is right. Nothing in it is financial advice; nothing is offered to residents of restricted jurisdictions.

Risk disclaimer

Read this before you hold WICK or ASH. This section applies to everything in this paper and on thehouse.fun.

01 What these tokens are.

WICK and ASH are crypto tokens governed by immutable smart contracts on BNB Chain. There is no company, foundation, issuer or operator behind them. Nobody can change, pause or reverse the contracts, and nobody can return funds. The rule described in this paper is enforced by code, not by a person.

02 You can lose everything you put in.

The rule reduces every holder's WICK balance by 1% every time it fires, by design and without limit; on a normal day that is about ten times. ASH may have no market, no price and no value, cannot be transferred for 28 days, and its only income depends on other people trading and holding WICK. If buying stops, WICK and ASH can both go to nothing.

03 Nothing here is advice or a promise.

This paper is a description of a rule. It is not financial, legal or tax advice, not an offer or solicitation to buy or sell anything, and not a promise of any outcome. Every number in it is arithmetic from the rule or a replay of past Bitcoin prices ("would have"); none of it is a forecast. What Bitcoin did in the past does not tell you how often the wick will fire in the future.

04 Code, oracle and network risk.

Smart contracts can contain errors, and a rebasing token with a sale inside the rebase is a demanding piece of code. The contracts are tested and reviewed as described in section 7; there is no independent third-party human audit. The rule depends on the Chainlink BTC/USD feed, on BNB Chain and on PancakeSwap, each of which can fail, pause or behave unexpectedly, and on the security of your own wallet.

05 Market and liquidity risk.

Every buy and every sell pays a 5% fee. Wicks and trades move the price of WICK; thin liquidity, front-running and other on-chain behaviour can change what you receive. ASH has no price until it trades on day 28 and may be illiquid after that.

06 Who may not take part.

WICK and ASH are not offered to residents of the United States, the United Kingdom, sanctioned jurisdictions or anywhere participation is prohibited; the site blocks those regions. You are responsible for the law and the taxes that apply to you.

07 Scams.

The only real addresses are the ones in section 10, on thehouse.fun and pinned on @TheHouseDotFun. WICK trades only on PancakeSwap and ASH does not trade before day 28; anyone offering either anywhere else, or earlier, is a scam. The project never DMs first, never ran a presale and never asks you to send funds anywhere.

08 Acceptance.

By holding WICK or ASH you accept the rule and the risks described here. Where this paper and the chain differ, the chain is right. The full terms and risk disclosure are on the site, and you confirm you have read them before a wallet connects.

If any of this is not for you, don't play. If it is, know the numbers before you do: the line is 0.5%, the wick is 1%, the fee is 5%, ASH is locked for 28 days, and nobody can change any of it.



Bitcoin dips. The house collects.

One coin, one rule, written into a contract nobody can change. Hold the house, or don't; either way the numbers are the numbers.

0.5% the line

1% the wick

80 / 20 the split

28 days then ASH trades

70,000 ASH per BNB on day one

thehouse.fun · @TheHouseDotFun · X only · it never DMs first