

BOLTICK

Whitepaper

Infrastructure for the Event Economy

Version 3.0 | 2026 | Mendoza, Argentina | Confidential

1. Executive Summary

Boltick is technological and financial infrastructure for the live events industry. It is not a ticketing platform. It is the monetary layer where events live: from ticket creation and sales to settlement, including consumption, controlled resale, peer-to-peer transfers, and a proprietary payment instrument called BOLT.

The product is in production. It is not an idea or a prototype. Over 800 tickets have been sold across 3 real events with a 100% validation rate. Operating infrastructure cost is approximately USD 20 per month. The blockchain technology runs as an invisible engine: a ticket buyer in Mendoza doesn't need to know anything about crypto to use Boltick.

The core proposition: while traditional payment processors hold producers' funds for 18–35 days, Boltick settles on the same day of the event. In Argentina, with monthly inflation of 3–5%, that's not an operational detail — it's a concrete, measurable financial advantage that no one else in the market is using.

The platform operates with three integrated surfaces in production: a public app for buyers (sales, BOLT wallet, verified P2P marketplace, event shop), a producer panel (real-time dashboard, sales reps, offline validation, BOLT management), and an internal admin panel. All connected, all functional, all running today.

Boltick doesn't compete against ticketing platforms. It competes against the structural financial inefficiency of the events industry. The opportunity is regional: any country in LATAM with slow payment processors and sustained inflation has exactly the same problem — and the same addressable market.

2. The Problem

The events industry in Argentina operates with broken tools. Producers face six structural problems with no integrated solution in the current market:

| Problem | Real impact on the producer |
|--------------------------------|---|
| Slow settlements | Mercado Pago holds funds 18–35 days post-event. With 3–5% monthly inflation, that immobilized capital has a real cost producers absorb without calculating it. |
| Uncontrollable informal resale | Fraud, lost revenue for producers, and buyers who arrive at the event with fake tickets. No solution in the current market. |
| Total fragmentation | Ticketing, validation, consumption cashier, and settlement are four tools that don't communicate. The producer coordinates them manually, losing time, data, and control. |
| Opaque commissions | Platforms advertise 5–15%, but the real cost adding VAT, withholding taxes, and provincial taxes is significantly higher and hard to anticipate. |
| Disconnected consumption | Bar, cashier, accreditation, and entrance don't share real-time information. The producer doesn't know how much their event consumed until they count cash at the end of the night. |
| No real data | Most producers don't know how many people actually entered, when tickets sold, or where buyers came from. They make decisions blind. |

3. The Solution

Boltick unifies the entire event lifecycle on a single platform. From event creation to final settlement, without fragmentation, without unnecessary intermediaries, with real-time data for the producer.

The Financial Edge

| Traditional channel (Mercado Pago) | BOLT channel (Boltick) |
|--|--|
| Settlement in 18–35 days post-event | Settlement on the same day of the event |
| Hidden inflationary cost on retained capital | No inflationary cost — funds available immediately |

| Traditional channel (Mercado Pago) | BOLT channel (Boltick) |
|--|---|
| Total cost ~7.4% (MP + VAT + provincial taxes + bank levy) | Only provincial taxes + bank levy: ~3.2% total |
| Uncontrollable informal resale, no revenue for producer | P2P marketplace with automatic 1% royalty to the producer |
| No granular real-time sales dashboard | Real-time panel: sales, revenue, entries, BOLT balance |

BOLT — The Proprietary Payment Instrument

BOLT is Boltick's internal payment instrument. It is not a speculative cryptocurrency: it doesn't fluctuate against the peso, it's not listed on any exchange, and it requires no technical knowledge. For users it's simply a cheaper way to buy tickets. For producers it's immediate settlement. For Boltick it's the mechanism that progressively reduces dependency on external processors, improving margins with every transaction that flows through the proprietary ecosystem.

Unlike closed systems from competitors, BOLT can be acquired in three ways: bank transfer (no surcharge), card payment (5% surcharge), and since May 2026, via USDC/USDT stablecoins — opening access to crypto-native users across LATAM without going through the Argentine banking system.

4. Product in Production

Boltick is not a promise. It's a functional system tested on real events. Three integrated surfaces operate in production under an AWS serverless architecture with 7 active repositories.

4.1 Public App — boltick.com

| Module | Description | Status |
|-------------------------|---|--------|
| Ticket Sales (cNFT) | Full checkout: MP card (15% surcharge) or BOLT/transfer (10% surcharge). Differential pricing visible before payment. | Live |
| BOLT Wallet | Real-time balance. Three actions: Buy BOLT (card 5% or transfer 0%), Send BOLT P2P, Redeem BOLT to ARS. | Live |
| My Tickets + Offline QR | Entry available on the phone even without signal. QR ready to show at the event door. | Live |

| Module | Description | Status |
|--------------------------|---|--------|
| Verified P2P Marketplace | User-to-user buying/selling with on-chain verification. Automatic split: 97% seller / 1% producer / 2% Boltick. | Live |
| Event Shop | Merch, drinks, upgrades, and products purchasable within the same app, integrated into the standard checkout. | Live |
| USDC/USDT → BOLT Onramp | Stablecoin payment channel. Eliminates inflationary exposure. Access for crypto-native LATAM users without banking. | Live |
| Progressive KYC | DNI/CUIT required only for users operating BOLT. Standard ticket buyers with no additional friction. | Live |

4.2 Producer Panel — backoffice.boltick.com

| Module | Description | Status |
|----------------------------|---|--------|
| Real-time Dashboard | Tickets sold, revenue, people entered, pending, BOLT accumulated and available for withdrawal. | Live |
| Product Management | Ticket types with differentiated pricing, event products (merch, consumables), orders, and receipts. | Live |
| Sales Rep Module | Fixed or percentage commissions per sales representative, real-time tracking. | Live |
| Validation + Offline Entry | QR scanner from any phone. Works without internet. Result in under 500ms. Courtesy ticket management. | Live |
| Marketplace & Resales | Visibility and control of secondary market operations. Automatic royalty split. | Live |
| BOLT Payout | BOLT balance visualization and ARS settlement request. | Live |

4.3 Boltick Admin Panel — admin.boltick.com

| Module | Description | Status |
|------------------------------|--|--------|
| Organizer & Event Management | Producer approval, event creation, sales tracking and activity monitoring. | Live |
| BOLT & Payment Control | Payments, redemptions, transfers, settlement authorization, complete movement log. | Live |

| Module | Description | Status |
|-----------------------|---|--------|
| Margin Calculator | Profitability evaluation per event before publication. | Live |
| User Management & KYC | Accounts, activity history, operational support, complete registry. | Live |

5. Financial Model

Boltick's model has multiple revenue channels that coexist. The difference between channels is not just financial for the producer — it's the main sales argument for Boltick and the engine of BOLT ecosystem adoption.

5.1 Event Simulation

Reference event: 400 tickets at \$15,000 ARS (gross revenue \$6,000,000 ARS, reference FX rate USD 1,450):

| Item | Card channel (18d) | BOLT channel (transfer) |
|--|---|---|
| User surcharge | 15% | 10% |
| Gross Boltick commission | \$900,000 ARS | \$600,000 ARS |
| Shared costs (provincial taxes + bank levies) | -\$192,000 ARS | -\$192,000 ARS |
| Mercado Pago commission + VAT | -\$257,600 ARS | \$0 — no external processor |
| Solana infra (400 cNFTs) | -\$5,278 ARS (~USD 3.64) | -\$5,278 ARS (~USD 3.64) |
| Net Boltick | \$445,122 ARS (49.4%) | \$402,722 ARS (67.1%) |
| Additional advantage: eliminated inflationary cost | \$5.1M locked 18d at 4%/mo = \$136,000 ARS real loss | +\$136,000 ARS recovered via same-day settlement |

The BOLT transfer channel has lower gross revenue but a higher percentage margin — a direct result of eliminating the external processor commission. Combined with the eliminated inflationary cost, the real advantage per event is ~USD 86 to USD 171 depending on inflation level considered.

5.2 Ecosystem Revenue Streams

| Revenue Stream | Fee | When it applies | Status |
|---------------------------------------|----------|---|---------------|
| Ticket sales (card channel) | 15% | Per ticket sold | Active |
| Ticket sales (BOLT channel) | 10% | Per ticket sold | Active |
| BOLT → ARS conversion | 1.5% | When liquidating BOLT to pesos | Active |
| P2P BOLT transfer | 1% | Per P2P BOLT transfer | Active |
| P2P resale marketplace | 2% | On resale price (+ 1% producer royalty) | Active |
| Sales reps / Commercial agents | Variable | Commission on rep's sales | Active |
| Consumption vouchers (NFT) | 2% | Per voucher redeemed at event | Next phase |
| Memberships — digital membership card | 3–5% | Per membership sold | Roadmap |
| USDC/USDT → BOLT conversion | TBD | When converting stablecoin to BOLT | In definition |
| On-chain raffles (VRF) | TBD | Per raffle created and executed | Roadmap |

6. The BOLT Ecosystem

BOLT is Boltick's internal payment instrument. For users it's simply a more efficient way to pay for tickets. For Boltick it's the mechanism that builds a proprietary event economy, reduces dependency on external processors, and accumulates proprietary transaction volume.

| How to acquire BOLT | What BOLT is used for |
|--|--|
| Bank transfer (0% surcharge) — main onramp, no additional cost | Ticket payment with effective discount vs card channel |
| Card payment (5% surcharge for BOLT acquisition) | P2P transfers between users for ticket buying/selling |
| USDC/USDT — stablecoin onramp, no inflation exposure | Consumptions, merch, and products inside the event |

| How to acquire BOLT | What BOLT is used for |
|---------------------|--|
| | Membership payment at preferential price vs fiat |
| | Participation in verifiable on-chain raffles |

What BOLT is not: it's not a speculative cryptocurrency, it doesn't fluctuate against the peso, it's not listed on any exchange, and it doesn't require users to understand blockchain. Its value is 100% operational: it's the instrument that allows Boltick to process event payments with superior margins and same-day settlement, progressively eliminating dependency on Mercado Pago.

6.1 The Ecosystem Logic

Every BOLT transaction does two things simultaneously: generates revenue for Boltick (conversion, transfer, and redemption fees) and shifts volume from Mercado Pago to the proprietary channel, improving margins. As BOLT volume grows, the channel mix tilts toward bank transfer and the per-ticket operating cost drops automatically.

The addition of USDC/USDT as an onramp adds a third dimension: users who already hold stablecoins can buy tickets without going through the Argentine banking system, eliminating additional friction and opening the market to a crypto-native segment that currently has no natural channel in events. It's also a real hedge against peso depreciation for those who operate internationally.

7. Technology

Boltick's technical infrastructure is built to scale with minimal marginal cost. Seven active repositories, AWS serverless architecture, strict event-driven design (no service makes HTTP calls to another — everything via EventBridge + SQS), and blockchain as an invisible backend.

| Layer | Stack & description |
|-----------------|---|
| Public Frontend | Next.js 14 + TypeScript strict + Tailwind v4. Static export on AWS S3/CloudFront. Instant load, no SSR. |
| Backend API | Fastify + TypeScript + Lambda. Event-driven architecture: no service calls HTTP to another. Everything via EventBridge + SQS. Clean Architecture with separate domains. |

| Layer | Stack & description |
|----------------------|--|
| Backoffice + Admin | Vite + React 18 + TypeScript + Tailwind. Separate Fastify + Lambda APIs. Independent deployment from public frontend. |
| Scanner (Validation) | Offline-first PWA with Workbox + IndexedDB. Works from any phone without installation. Validates entries without internet in under 500ms. |
| Auth + Wallets | Privy: invisible custodial wallet. Users register with Google or email. Solana wallet created automatically, no friction, no private key exposure. |
| Blockchain | Solana mainnet + Metaplex Bubblegum (compressed cNFTs, Merkle tree depth 20). Cost per ticket: ~\$0.00005 USD. 400 tickets = ~USD 3.64 total blockchain infra. |
| Payments | Mercado Pago for card checkout (webhook). Own CVU for BOLT bank transfers. USDC/USDT channel active. Resend for transactional emails. |
| Data | DynamoDB as source of truth. AWS Cognito with 3 user pools (users, admin, scanner). Terraform for IaC. CI/CD with GitHub Actions and reusable workflows. |

7.1 Infrastructure Cost — Scalability Curve

| Service | ~500 MAU (today) | 1,000 MAU | 5,000 MAU | 10,000 MAU |
|-----------------------------------|------------------|-----------|-----------|------------|
| Privy (custodial wallets) | \$0 | \$299 | \$599 | \$999 |
| AWS (Lambda + DynamoDB + CF) | \$15–25 | \$20–35 | \$50–75 | \$80–125 |
| Resend + Helius RPC + Solana fees | ~\$0 | ~\$5 | ~\$70 | ~\$70 |
| TOTAL USD/month | ~\$20 | ~\$325 | ~\$720 | ~\$1,195 |

The only significant cost jump occurs when crossing 499 MAU on Privy (\$0 to \$299/month). From 2,500 users onward, evaluating Turnkey as a lower-cost alternative makes sense. The rest of the curve is linear and predictable.

8. Roadmap

Boltick's roadmap follows an additive logic: each phase builds on the previous one and expands the ecosystem without breaking what already works.

| Phase | Content | Strategic focus |
|----------------------|--|---|
| I — In production | Everything already live: public app, BOLT wallet, P2P marketplace, event shop, USDC/USDT onramp. Full producer panel. Admin panel. | UX polish: human-language errors, conditional KYC. Regulatory mapping. Stress test at 1,000+ simultaneous tickets. |
| II — Scale & stress | 5–10 active producers with regular events. Expansion: Mendoza capital, Buenos Aires, Córdoba. Formalized commercial agents program. | Increase BOLT vs card ratio. Producer retention metrics and LTV. Internal unit economics benchmarks. |
| III — New channels | NFT consumption vouchers (bar/merch). Digital memberships (producer community card). On-chain raffles with verifiable VRF. | New revenue streams on existing user base. User lifecycle extends beyond the event. |
| IV — LATAM expansion | Chile and Colombia as first target markets. Public API for third parties. Defined regulatory framework for BOLT and USDC/USDT operation. | Same financial model, new market. Immediate settlement advantage applies in any LATAM country with inflation and slow processors. |

9. Traction & Market

9.1 What we've already achieved

| Metric | Value |
|-----------------------------|--|
| Tickets in real production | 800+ |
| Validation rate | 100% — zero incidents |
| Events completed | 3 (PAAX + La Feliz, Mendoza) |
| Monthly infrastructure cost | ~\$20 USD |
| Active payment channels | Mercado Pago, bank transfer, USDC/USDT |
| Commercial launch | April 2026 |

9.2 Target Market

The primary market is Mendoza, Argentina. The short-term objective is 5–10 active producers with regular events, generating 4,000–6,000 tickets per month. The natural expansion follows the same financial model: any LATAM market with slow payment processors and sustained inflation has the same structural problem Boltick solves.

| Year 1 | Year 2 | Year 3 | Regional expansion |
|--|---|---|--|
| USD 70K+4,000 tickets/month 5–10 active producers | USD 420K+20,000 tickets/month Mendoza + BsAs + Córdoba | USD 1.25M+60,000 tickets/month Mature BOLT ecosystem | LATAM Chile, Colombia, Peru Same model, new market |

Projections assume a conservative channel mix (70% card / 30% BOLT in Year 1, progressively inverting toward Year 3). Increasing the BOLT proportion expands net margin without requiring additional volume growth.

10. Team

Boltick's team combines technical execution with deep knowledge of the events market. All founders have had skin in the game since before the first event.

| Name | Role | Function & relevance |
|-----------------|-------------|--|
| Jerónimo Fierro | CEO | Strategy, product vision, and business model. Responsible for the commercial architecture of the BOLT ecosystem, investor relations, and regional expansion roadmap. |
| Misael Chávez | COO | Operations and commercial. Reference figure in Mendoza's events scene, DJ and producer with direct reach to the circuit's producers. Boltick's public face toward B2B clients. |
| Juan Codiluppi | CTO | Architect of the entire system. Design and construction of all 7 active repositories, CI/CD, AWS infrastructure, blockchain integration, and complete BOLT ecosystem data model. |
| Rodrigo Leytes | Development | Product development. Part of the engineering team maintaining iteration pace, testing, and production deployment of new features. |
| Matías Gómez | Development | Product development. Focused on frontend features and user experience. Contributes to the roadmap feature launch pace. |

11. The Opportunity for Investors

Boltick is seeking external funding to accelerate roadmap execution. The investment doesn't build the product — it already exists and works. The investment buys speed: more producers per month, faster geographic expansion, and a team dedicated full-time.

| Use of funds | What it enables |
|--|--|
| Producer advance pool (USD 20K revolving) | Eliminates the entry barrier for producers who need pre-event capital. Main commercial conversion driver. |
| Full-time team salaries | Accelerates the roadmap: NFT consumptions, memberships, on-chain raffles. Reduces reliance on part-time work at a critical stage. |
| Commercial expansion & formal agents network | Geographic scale without proportional growth in fixed structure. Each active agent is externalized sales under their own motivation. |
| Regulatory consulting (fintech / CNV / BCRA) | Clear framework for operating BOLT and USDC/USDT within Argentine regulation. Prerequisite for scaling volume with legal certainty. |

What the investor gets: exposure to the only operational event economy infrastructure in LATAM, with a product in production, \$20/month infrastructure cost, a financial model that improves with scale, and a 12–18 month lead over any competitor in feature set.

12. Conclusion

Boltick already works. It's not a PowerPoint presentation or a startup promise. It's a system in production that has already processed over 800 tickets across 3 real events, with a 100% validation rate and an infrastructure cost of USD 20 per month.

The events market in Argentina and LATAM has a structural financial problem that no market player is solving: producers finance with their own capital the period between ticket sales and settlement, while inflation silently devours that capital. Boltick solves that problem today, with technology that scales at near-zero marginal cost and a proprietary payment ecosystem that improves margins with every transaction.

The roadmap is not ambitious by whim. Each phase — scale, consumptions, memberships, on-chain raffles, LATAM expansion — expands the ecosystem so that existing users have concrete reasons to use the platform more, and producers have concrete reasons not to leave.

Boltick is not a ticketing platform. It's the infrastructure where events and their economies live. And it's already running.

