Lottery contract

Tokenomics

So total supply

1000,000,000,000,000

Main contract

400,000,000,000,000

Liquidity 20,000,000,000,000

Lotto wallet

20,000,000,000,000

Marketing wallet

10,000,000,000,000

4 dev wallets

30,000,000,000,000/each

6% on every transaction

(2% returned to every wallet including burn wallet)

2% liquidity

1% lottery wallet

1% marketing and development)

1st Game- 24 hrs lottery

Every 24 hours a randomn draw will be held where the contract will select one of the holders address from its whole list and award them a set amount of tokens 10,000,000,000 tokens ( which is 1% of of the tokens send to the lottery wallet).

A holders chances increase if they hold more tokens. A ticket / chance is generated for every 100,000 tokens a holder holds.

100,000 tokens gets 1 ticket/chance

200,000 tokens gets 2 tickets/chances

500,000 tokens get 5 tickets / chances

And so on.

And any transaction made is subject to 6% transaction fees.

2nd game - ticking lottery

This game is optional for our holders and they need to stake some tokens if they would like to play this game. And all the tokens they stake will be lost if they dont win. To win you need to be one of the last 5 transactions when the timer runs out.

All the tokens staked by all the players from the start of the timer till the timer runs out will be added to a pot.

Pot payout

60% paid out to the last 5 winners and paid out proportionately to their final winning transaction.

Remainder 40% of the pot to be distributed accordingly.

25 % stay in the pot for the next round

10 % to the marketing wallet

5 % to liquidity.

Rules of this 2nd ticking lottery game

Minimum buy in eligibility - 100,000 tokens

Every 1000 tokens added add 1 second back to the timer.

Maximum threshold per play will be 1000,000 tokens

Maximum timer is only 300 seconds ( 5 mins)