



Decentralized  
Online Lottery

# Abstract

CyberLotteryOnline project is a decentralized lottery protocol built with blockchain technology. The primary mission for this project is to create a platform to manage and run the world's largest international lottery. Our project introduces Proof-of-Randomness (PoR), which solves the issue of random number generation and miner attacks that plague existing lottery and gaming applications. Our protocol will involve a masternode network to ensure Proof-of-Randomness and to manage the health of the network as a DAO.

As our project matures, the DAO governance model for LOT token holders should advance to a state of self regulation. The DAO model provides the organizational structure needed to determine rules and regulations of the lottery. On a technical level, the LOT token provides the utility to run our Proof-of-Randomness with a percentage of the lottery profits used as incentive for running the network. Our Token sale will seek to raise 2,000 ETH primarily to finance the initial jackpot, technology development, and marketing costs. Our tokens (LOT) will be issued at a rate of approximately 1 LOT = 0,0002 ETH, pegging each LOT token at approximately \$0.036.

The primary utility of LOT tokens will be to run the lottery and for the distribution of funds to relevant stakeholders. LOT token holders who have masternodes will be able to receive a percentage of all weekly ticket sales in return for running the lottery system. The main focus of the CyberLotteryOnline team is to ensure that this project becomes the largest global lottery in both user base and jackpot size. Current work is prioritized with user acquisition and technological advances. We also strive to provide consistent updates and plan to actively engage the community. Overview

In this whitepaper, we shall go over the existing implementations of lotteries, analyze them, and propose a better system - the CyberLotteryOnline Lottery. The CyberLotteryOnline project shall address the limitations of existing lotteries and suggest the superior alternative of a decentralized blockchain lottery with DAO governance and Proof-of-Randomness. The CyberLotteryOnline project is a standardized, programmable ecosystem to facilitate on-demand, secure, and global access to the lottery. CyberLotteryOnline presents a novel approach to lottery ticket sales, winner selection, and transparency.



# Current State of Lottery Ecosystem

According to the World Lottery Association (WLA), the lottery industry is growing year over year and expected to top 350 billion USD in 2018. Lottery analysts forecast that the global lottery market will see growth of over nine percent per annum until 2021. Their research points to a number of areas that allow for this expansion, including relaxed regulations, the digitization of current offerings, and by them taking advantage of mobile and social media channels. [1] But are these areas of expansion simply ways to extend the reach of current offerings and what happens when the limits of this reach have already been hit? We believe that for lotteries to thrive, we need to get creative about the game, take advantage of technology in innovative and interesting ways, and tap into what we know about the new player mindset. We need to be brave and honest, to gain the respect of a new audience, and even to find ways to entrust players themselves with the power of decentralization. [2]

The crypto lottery community is especially interested with the large market of young people familiar with new technologies. Recent studies done by VICE media show a decrease of traditional lottery playing among millennials and an opportunity for a newer replacement to establish itself. [3] By 2020, Millennials are expected to control between \$19 trillion to \$24 trillion of the global economy, and 48% play a favorite game at least once a week – yet they tend not to play the lottery in its current form. [4] In addition, millennial cryptocurrency adoption rates are set to reach 33% by the end of 2018 and to continue growing. [5] The CyberLotteryOnline project sees an opportunity here to modernize lotteries with cryptocurrency. The primary challenges existing lotteries face are their lack of digital convenience, lack of social media engagement, and antiquated gaming mechanics as compared with more addicting mobile games. [6] The CyberLotteryOnline team will take on these challenges and succeed. By doing so, we expect to take the first mover advantage and achieve market dominance for years to come. The lottery system is ripe for disruption and we believe the CyberLotteryOnline project is the solution.

"Innovation and disruption are similar in that they both bring forth creative change. However, disruption differs from innovation in that it causes radical change in the way we behave and how we think. It displaces the status quo by supplanting existing technologies, industries, markets, or services and replacing them with different, usually more efficient, effective, and faster ones. This can create havoc as the disruptor tends to bring down those existing technologies, industries, markets, and services by making them obsolete." - World Lottery Association, 2017



# CyberLotteryOnline

## Protocol Design Principles

The project team and community behind CyberLotteryOnline project share a vision where the lottery industry will be decentralized and censorship-resistant. The following are the characteristics that the team believes an ideal lottery should exemplify from a technical standpoint:

### Randomness

This is arguably the most important aspect for a successful lottery system. The CyberLotteryOnline team defines randomness in TWO main aspects:

1. There needs to be enough entropy in the random number generated (RNG). The lottery result has to be random enough, not controlled by a single entity, and not predictable in any way.

2. The generated random number has to be tamper-proof. No party or middleman should be able to manipulate the random result of the lottery shift the odds in their favor. Achieving this level of randomness is no small technical feat, and this is a huge flaw in most of the existing blockchain lottery implementations. We go more in depth in the following section on how our team will tackle this problem at a fundamental level by implementing Proof-of-Randomness.

### Low Fees

Transaction fees are one of the largest roadblocks to wide adoption of blockchain technology. The Bitcoin network is plagued by high fees. Currently, as of January 2018, the fees associated with getting a transaction in the next Bitcoin block have been as high as \$18. [12] These type of high fees have detracted Bitcoin from its original vision of being a "A Peer-to-Peer Electronic Cash System" [13] , even though PoW model has made Bitcoin a great store of monetary value, any lottery or gaming protocol cannot compromise with respect to high transaction fees. Such problems also exist in Ethereum, especially after the introduction of CryptoKitties. Arguably, the first widely used dApp, it sent the average fees of an Ethereum transaction skyrocketing from less than 0.50 USD to more than 4.00 USD [14] . As the SteemIt whitepaper best put it: "Regardless of how rational the argument for the necessity of fees, users still hate the experience of being nickel and dimed for everything that they do" [15] . The most widely adopted lottery game needs to be able to process lottery tickets at a low price, with minimal to no transaction fees. The CyberLotteryOnline project will ensure that there will be minimal to no transaction fees for lottery ticket purchases.



## Anonymity

Part of the CyberLotteryOnline lottery vision is privacy. Lucky winners of the lottery should be able to stay anonymous. A current issue many lottery winners face is that the sudden influx of money attracts unwanted attention. Our proposed solution is to introduce privacy measures to obfuscate jackpot transactions via a privacy algorithm “you can verify the correctness of computations without having to execute them and you will not even learn what was executed”. [16] The lottery buying process and the payout distribution process should be fully anonymous much like payments in the popular privacy coins: Monero and ZCash.

## Network Speed

Speed of confirmations will be increasingly important as CyberLotteryOnline becomes more and more widely adopted. It is easier for a given network to have fast confirmations when there are few transactions. Much like the case for Ethereum and CryptoKitties, transaction speed drastically decreases when network burden increases. For CyberLotteryOnline to become world’s largest gaming/lottery system and be adopted by gaming establishments such as casinos, the network needs to be able to handle large sustained loads and large bursts of traffic. Imagine a person buying a lottery ticket at a gas station or playing gambling game in a casino, he/she would want to know that their bet has been placed immediately upon their decision to purchase. How the team plans to handle transaction speed will also be addressed in sections below. Low-fees, anonymity, randomness, and speed are the main technical challenges the CyberLotteryOnline team seeks to address. The CyberLotteryOnline project will also include features such as miner rewards (incentivising supporters of the project) and blockchain gaming protocols interactions (atomic swaps) in the mainnet release. Our focus on the technology is what sets the CyberLotteryOnline project apart from other crypto lottery projects.



# CyberLotteryOnline

## Blockchain Architecture

### CyberLotteryOnline Network & Masternodes

The CyberLotteryOnline network will consist of two types of nodes: light nodes and masternodes. Light nodes are the ones who make LOT coin transactions such as buying the lottery ticket or simply sending coins to one another as a transfer of value. All of the transactions and random number generation will in turn be supported by the masternode network. In order to become a masternode, users will need to stake at least 20,000 LOT tokens in the provided wallet client and register in the network. Note, the "masternodes" are much cheaper (\$1000 with Token sale price) than other given masternode system such as Dash and ZCoin. The CyberLotteryOnline vision is to be a decentralized system with low barriers to entry. The masternodes provide two functionalities: verifying transactions on the network and generating random numbers. The technology that this mechanism depends on is called "BLS Threshold Relay", first published by Boneh, Lynn, and Shacham (BLS), professors from Stanford University. [17] BLS promises the signature scheme of each block also generates a random number that is completely unpredictable and verifiable. The masternode architecture will give CyberLotteryOnline blockchain a fast block-time of 5 seconds per block since the masternodes are pre-selected and signature generation scheme will be quick.

### Random Number Generation (RNG)

The Random Number Generation (RNG) Scheme is the most important aspect to a lottery protocol. After thoroughly comparing different random generating schemes, the CyberLotteryOnline team has chosen the BLS threshold scheme as opposed to blockhash, oracles, or state (fate) channels type RNG schemes. A more comprehensive comparison will be given in the technical white paper. On a high level, using blockhash as a source of randomness popularized by SmartBillions (Ethereum blockhash) and TrueFlip (Bitcoin blockhash), is the worst type of RNG scheme since they are very prone to miners colluding with one another if the lottery pot (or bet amount) becomes larger than the miner rewards. Oracles too can be very centralized, such as the Oraclize library. Finally, state (fate) channels, popularized by the FunFair project, are good for frequent microtransactions (such as the Bitcoin lightning network) between two parties since all transactions only require two on-chain transactions (one pledge transaction and one final state settlement transaction). If the two parties, however, only make one single transaction for example play one single game, the state channel is actually more costly. The BLS threshold signature scheme has a clear advantage in all regards is a clear winner in terms of randomness and being tamper-proof.



## Proof-of-Randomness

“Random numbers should not be generated with a method chosen at random” - Donald Knuth Proof-of-Randomness comes from when all the selected node group sign a given block and that signature is a deterministic and random number. This is pairing-based signature scheme is similar to the wide adopted RSA signature scheme. In RSA, there is a public key corresponding to a private key, blocks are signed by the miner’s private key and verified using the miner’s public key. In BLS signature, instead of a single private and public key pair, a group of private and public key pair shares, and each private key share can produce a signature share. If enough signature shares are collected, meaning enough nodes of the group validated on the block, the signature shares produce a collective signature that is publicly verifiable by the public key, grouped by the public key shares.

The collective signature is:

§Unique and Deterministic : A group of miners is identified by its threshold public key. The example in the chart uses a group of 3 nodes and if 2 is the threshold, any given 2 nodes will produce the same signature, which is a random number. Note this is for illustration - In reality, numbers will be more like group of 400 nodes with threshold of 200.

§Publicly Verifiable : The resulting signature can be validated by anyone who has the group’s public key and block data. And that guarantees the group has reached the consensus and the random number was never tampered with.

The BLS Threshold Signature is the crown jewel when it comes to generating random numbers on the blockchain - every other RNG scheme fail in comparison. Fortunately, it has been proven through rigorous research by Stanford University [17] and an open-source implementation has been done by the Dfinity team. [18] The mathematical portion of BLS signature scheme will be explored more in depth in the technical white paper.

The CyberLotteryOnline team sees this innovation as a huge step forward in terms of blockchain technology.

## LOT Game Engine - An Autonomous Execution Environment

Previously, we discussed a reliable and fast source of random number generation guaranteed by BLS and a highly scalable blockchain guaranteed by masternodes. Now, we will introduce the LOT Game Engine which is an escrow-like smart contract environment for trustless reward distribution.

At first, a smart contract platform will be utilized: Ethereum, being the most mature and functional smart contract platform to date, will be used for our proof of concept.

Here’s exactly how it works:

After lottery tickets are purchased from the CyberLotteryOnline.com site, they (ticket number and player’s wallet address) will be registered on the escrow contract in Ethereum until the lucky numbers for the week are revealed. After the lottery result is revealed, the escrow contract will be automatically invoked and rewards distributed to the winning wallet address stored on the contract. This contract will be publicly auditable by the entire CyberLotteryOnline community. High gas prices and transaction fees will be mitigated by submitting lottery tickets in batches instead of one by one at no extra cost to lottery players.

Ethereum smart contracts will be a sufficient implementation for the initial lottery implementation,



but the CyberLotteryOnline team has far grander visions. Our team envisions a custom and dedicated smart-contract-like platform that natively integrates with the LOT blockchain where multiple lottery and casino games can be hosted. EVM (Ethereum Virtual Machine) and other smart contract platforms (EOS, NEO) will be referenced for this task. This will become the ultimate game engine. It is designed to be fairly simple and light-weight for use specifically with games of chance. Developers and game designers will be able to use the LOT Game Engine in their own projects. This will be further down the CyberLotteryOnline development roadmap and will complete the CyberLotteryOnline ecosystem.

## Security Best Practices

“Code is Law” is a principle made popular by the Ethereum ecosystem. This paradigm states that smart contracts, once deployed to the Ethereum platform, are 100% final. There are designs to allow contract modification, but for the most part, contracts are an immutable self executing entity. That has led to multiple catastrophes in the past, such as the DAO hack, SmartBillions hack, and the Parity Wallet hack. CyberLotteryOnline acknowledges that running the world’s largest lottery will come with the responsibility of securing a huge jackpot and the team is well adept and prepared to take on the security challenges:

### §Blockchain Security Auditing

This security of the CyberLotteryOnline will come in two parts. First, the mathematically proven BLS signature scheme will guarantee the integrity of the blockchain. As described above, BLS signature scheme lacks the flaws that PoW (self-mining) or PoS (nothing-at-stake) do. In this aspect, our project will be a more secure blockchain with more advanced technology than the majority of outstanding blockchains. Second, the CyberLotteryOnline blockchain will be governed and secured by masternodes and the CyberLotteryOnline DAO. The weekly lottery outcome and fund distribution will be allocated (charities, social causes) and decided by the DAO. No single entity will be able to predict and tamper with the results.

### §Contract Security Auditing

Both the Token sale and gaming smart contracts will be heavily audited by authoritative agencies to ensure there are no loopholes and possible hacks like the DAO and SmartBillions contracts. CyberLotteryOnline is blessed with a strong development team and all pieces of the contract will be modularized and easily testable, in contrary to the SmartBillions contract which is a monolithic contract prone to hacks.

### §Jackpot Cold Storage and Multi-Signature

Due to the size of the CyberLotteryOnline jackpot, the team has decided to err on the side of caution. Cold storage and Multi-Signature have proven to be very secure for storing large sums of funds. The CyberLotteryOnline project will take on this approach to storing the jackpot when not in distribution mode. Only through consensus of the masternode network and DAO will jackpot funds be deposited or withdrawn from cold storage.



## Development Vision

After the CyberLotteryOnline masternode blockchain is deployed, the random number generation and 5-second block time will be huge assets for the gaming industry as a whole. Applications can be extended to games that require a random number: dice games, slot machines, etc. This type of integration will be even easier after the game engine is deployed and developers can roll out games natively. The CyberLotteryOnline team has a grand vision of having partnerships with online games and even real-world casinos around the world and really become the “digital poker chips” of the blockchain era. The team chose the first application to be lottery since of its immediate possible impact and wide user adoption.

# Decentralization and CyberLotteryOnline DAO

The current governing body, the World Lottery Association is an archaic organization that can be modernized with blockchain technology. Our project seeks to implement their structure in a decentralized manner. The purpose of the DAO will be to ensure the randomness of the lottery via our Proof of Randomness and to set industry standards for a decentralized crypto lottery. A large portion of our research will be to construct the technical infrastructure needed to build up a suitable DAO. For membership in the DAO, one only needs to control LOT tokens, with more weight given to those with larger stakes.



# LOT Token Economics

## Native Blockchain Token

LOT token is the native token to the CyberLotteryOnline blockchain. LOT token will be first distributed as an ERC-20 token on the Ethereum blockchain, and will be ported over once the new blockchain is live. Users will be able to redeem the new LOT coin using their ERC-20 tokens. This operation is much like the EOS token redemption process or any other blockchain that had their Initial Token Generation event on Ethereum. A more detailed description on the token transfer process will be published prior to the redemption date.

## Total Supply

LOT token will have a total supply of 20 000 000 tokens

1 LOT = 0,0002 ETH

## Date, stage and PRE SALE Token Price:

04.12.2018 (00:00 GMT) - 11.12.2018 (00:00 GMT) - 50 %

1 LOT = 0.0001 ETH (-50%)

11.12.2018 (00:00 GMT) - 04.01.2018 (00:00 GMT) - 30 %

1 LOT = 0.00016 ETH(-30%)

Min transaction: 0.1 ETH

Can't send tokens before the last stage of token sale.

Number of tokens for person: unlimited

Additional issue of token: is impossible.

## Exchanges

One core aspect of the CyberLotteryOnline project is to build adoption of the lottery and our protocol. We see getting on the top exchanges as the best way to approach that. From our preliminary discussions with the exchanges, we will need to allocate funds to get listed. Below is the following roadmap on which exchanges we plan on listing first. We will start with the decentralized exchanges EtherDelta. And then conversation with Binance, OKEx, YObit.net, HitBTC.



# Token Proceeds Utilization

15% Initial lottery bankroll

10% Reserve lottery bankroll

25% Marketing costs

50% Development costs

The structure above is designed for the long term success of the CyberLotteryOnline project. Our main assets will be our technology and brand.

Our marketing efforts are primarily geared towards user acquisition costs in converting long term lottery buyers away from existing lotteries.

## Utility Mechanics

With the original intention of the lottery to generate funds to support social causes such as education and healthcare, the CyberLotteryOnline project plans to do the same. Each LOT token shall be a beneficiary of lottery proceeds. The intention being that a charity and for the LOT token holder to donate at their own discretion. Further developments may amend allocations and technical specifications of the LOT utility token.



# Initial Utility Token Mechanics:

The LOT token will have following properties:

1. Each LOT token shall receive a percentage of jackpot earnings.
2. There will be both a universal allocation and an individual allocation based on the amount of LOT tokens held.
3. The intention of LOT token holders is that they should fund social organizations that have the intent of improving society.

Example groups and organizations to fund, examples taken from the Bitcoin Pineapple Fund [21] :

1. Watsi Project
2. The Water Project
3. Electronic Frontier Foundation (EFF)
4. OpenBSD
5. MAPs

Additional organizations can be added via future DAO proposals.

As the DAO governance gets developed, our vision is to have token holders vote on rules and regulations of the lottery. Separate proposals shall be provided to decide on lottery standards, jurisdiction and governance.

The regulatory framework and legal structure for the operation of the CyberLotteryOnline project should be based on the lottery's conducting, managing and operating Internet or online gaming in accordance with the requirements of the laws within their respective jurisdiction, with the lottery incorporating best practices from around the world to ensure that the lottery's online gaming solution has a strong focus on responsible gaming, player protection, security of transactions and data privacy.

Planned issues of discussion and regulation depend will cover topics such as:

- §Legal regulations
- §Privacy concerns and procedures
- §Responsible gaming
- §Marketing procedures



# Community Development

One of the largest challenges our project sees in the near term future will be user adoption. We are focused on Metcalfe's Law, which states that the value of a network is proportional to the number of users. Until our project becomes a global phenomena, we will focus on growth - How you can we increase our Daily Active Users (DAU)

Our strategy is as follows:

1. Community Organic growth
2. Meme and Cultural development
3. Affiliate Program

Our affiliate model is based on the following principles:

1. We will provide the simplest user flow and the required resources to increase Conversion rates for our affiliates. Web, mobile, and offline methods
2. Lucrative initial commission structure for affiliates to build the brand.
3. A separate structure will be generated for affiliates to sell and register sub affiliates.
4. Multi sig wallet with the affiliate and the ticket sale to ensure veracity of sale.

Example Affiliate Commission Structure of Ticket Sales

1. 10% of the ticket sale will go to the affiliate
2. 90% of the ticket sale will go to the jackpot

In addition, 1% of all the lottery winnings will go to the affiliate.

Additional stipulations will be added to ensure genuine ticket sales. Our team will be actively working to determine the right affiliate incentive structures to prevent fraud.

By giving our affiliates the creativity to market our lottery, we hope to build up the network effects and brand ourselves in the largest global lottery on the blockchain.

# Brand Development

The CyberLotteryOnline project strongly believes in developing a high quality brand. Our philosophy and ultimate goal is to gain as many users as fast as possible to follow Metcalfe's Law of network effects. To achieve mass level adoptions, we are focused on user acquisition, lifetime value optimization, and brand marketing.

Our current marketing and brand philosophy is as follows:

§Virality : Our vision is to build the first truly global lottery. To achieve that goal, we strongly push for virality. Some may describe this as 'meme' potential. Following the success of Dogecoin and Pepecash from a virality point of view, our project hopes to achieve a portion of that level of success, at least in the initial stages.

§Rebranding Possibility : The current iteration of the CyberLotteryOnline project is at its primary stages. At the point of more mainstream adoption, we will strongly consider rebranding. Similar projects we have seen that have done well after a rebrand is 'NEO', formerly known as Antshares. Another example is 'Dark



Coin', now known as Dash. Both NEOand Dash are top 15 cryptocurrencies by market cap. We are not against a rebrand andview it as more the evolution of the product as it matures. Depending on how the projectprogress and the community feedback, we may take on a more professional name suchas 'World Lottery DAO'.

# Lottery Design and Mathematics

The CyberLotteryOnline project will begin with a simple 6 ball draw lottery. Considerations for futurelottery design will be taken from academic literature and optimized based on existing playerstatistics. Future modifications of the structure can be decided on via DAO governance.

From the "Handbook of Sports and Lottery Markets" (2008) [22] :

Usually, a certain share,  $s_n$ , of the total prize money is reserved for the jackpot prize [claimed bythe winner(s) who have "matched" all of the  $n$  numbered balls that are drawn from the  $N$  that areavailable] and the rest is allocated into separate prize pools, in predetermined shares  $s_{n-1}$ ,  $s_{n-2}$ ,and so on, to those who match  $n - 1$ ,  $n - 2$ , and so on, balls.  $N$  and  $n$  determine the probabilities, $p_n$ ,  $p_{n-1}$ , and so on, of winning the  $n$ -ball,  $n - 1$ -ball, and so on, prize pools.

The essence of our analysis is based on exploiting the variation in the shape of the prizedistribution to explain sales variation over time.

Lotto prize distributions are highly left skewed because almost all players lose their stakes, with a small proportion winning small prizes, and a very small proportion winning very large prizes. But when a rollover occurs, the size of the largest prize rises and so the degree of left skewness fallsbecause the largest prize suddenly got larger.

The prize distribution shape is a factor that our team will be monitoring and developing. Existingcrypto lottery projects are quite amateurish in design and disregard factors that sustain longterm growth. Variables such as "Jackpot Fatigue" and "Cohort Segmentation" will be analyzedfor further optimizations. [23]

Another factor for consideration will be finding the right parameters in the lottery design. Given that the cryptocurrency lotteries are in their infancy and player behavior is skewed towards risktakers, we will be actively measuring playing behavior to design the most optimal lottery. As this project progresses, we will be dedicating more research into the effects ofcryptocurrencies and lotteries.



# Legal

Our team is currently in talks with our lawyers on the process of obtaining a online gambling license. Our excellent legal counsel is looking into ways to obtain license in offshore jurisdictions, as well as conduct any necessary research and other legal and compliance work that is required by a jurisdictional gambling control board. Current locations of interests are Switzerland. Licensing should be available by the time the lottery gains mainstream adoption.

Regarding the legal structure of this project, we are in the process of working through them and have been advised to withhold further statements until finalized by our legal team.

## Project Roadmap

**03/2017**

Idea was born:  
to apply Blockchain in the world of lottery and gambling.

**06/2017**

Conversation with Developers, Designers, Marketers.

**10/2017**

Market review, market analysis was ordered, traveled to blockchain conferences.

**02/2018**

Preparations for the release of our Token sale CyberLottery, wrote WhitePaper, developed a Smart Contract for Token sale, all of this posted on GitHub. Developed website CyberLottery.online.

**06/2018**

Institutional investors (have become partners with funds).



## 08/2018

Token sale issuing:

- 1) advertising.
- 2) wrote articles.
- 3) preparation of legal documents, Terms & Conditions.
- 4) opened the Office and Company.

## 12/2018

PRE SALE and TOKEN SALE

## 01/2019

Cryptocurrency exchanges: conversation with Binance, OKEx, Y0bit.net, HitBTC, EtherDelta.

## 02/2019

Marketing company, contextual advertising, advertising in leading resources: Forklog, Cointelegraph, CoinMarketCap, CoinGecko, CryptoCompare.

## 05/2019

Launching Blockchain network and connecting our smart contract.

## 06/2019

Launching our lottery games.



# Team



Patrick Henderson, CEO

I believe in the project. Lottery always gives people pleasure. Creating this project, we focused on global experience. In the cryptocurrency world, lottery is a new way to increase one's fortune without trading on exchanges.



Erny Festi, Developer

Everyone who loves the lottery will understand me. It looks like extreme sports. Constant adrenaline and excitement. The list of our developments will be updated with new ones. The player will have a very large selection of lotteries. We will try to make a lottery for everyone.



Luisa Ester, Marketing

It's time to find out what real fun is. These will be games with classic scenarios, but a new level! High level! We put a part of our soul into this project. Our lottery will not leave anyone indifferent! Have fun!



Eric McAllister, Advisor

For 16 years now I have been in the entertainment industry. With the advent of technology, part of the lotteries and casinos have switched to the Internet platform. And here came the big changes again. Perhaps the most honest lottery is a blockchain lottery. Cryptocurrency is gradually changing the world.



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