InTimeGame
The Pure Blockchain Game

Introduction

IntimeGame is a game that works fully on Ethereum blockchain.

We wanted to compensate someone who could send Ether closest to the appointed time. However, the reality of the Ethereum system was not that simple. We created a new game by avoiding various risk factors, the originally planned game will then run when the Etherium system becomes more mature. It has already been implemented and is on the blockchain.

A new game has a perfectly randomly seleced winner that one of those who send Ether within a certain period of time before and after in time. There will always be 24 winners every day except the last day of the month and the first day.
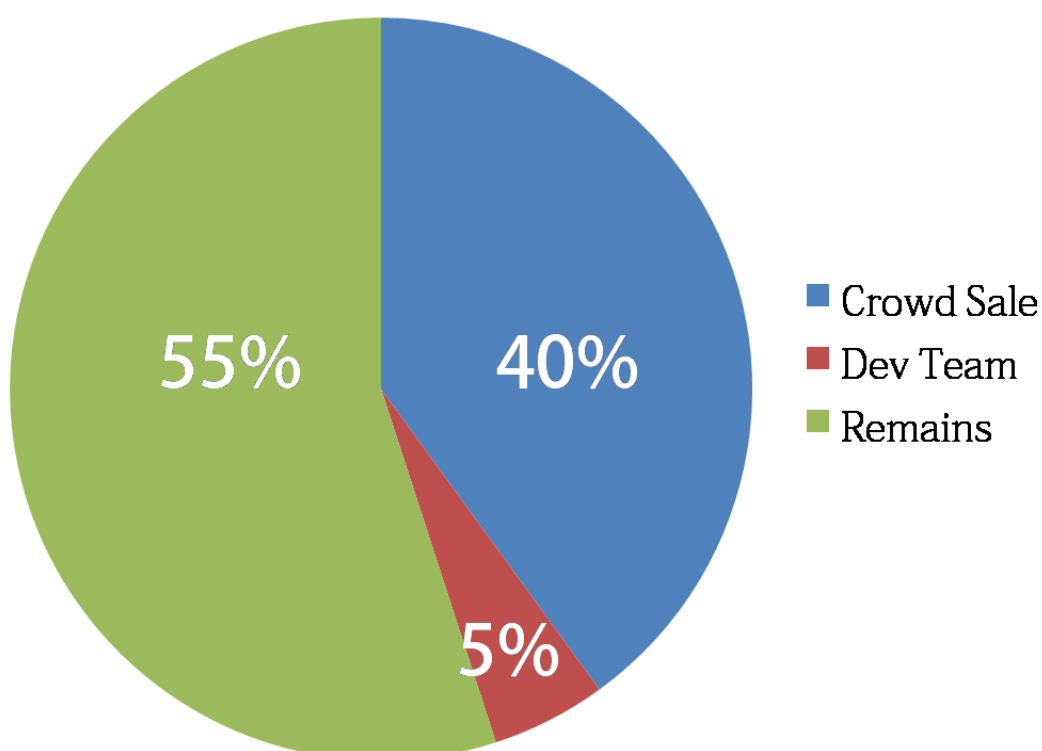
In the big picture, the games, voting and the entire Ethereum network are part of InTimeGame.

We expect this game to be a measure of Ethereum in terms of speed and stability.

Crowdfunding

Total Token Distribution

Total supply is 100,000,000.

55% 40% 5%

■ Crowd Sale
■ Dev Team
■ Remains

Types of ICO

We recommand you to send funds to us at MyEtherWallet.com. Please NEVER send funds from an exchange account. e.g. Poloniex, Bitfinex, Bittrex, etc.

There are two types of our ICO.

Period Sale
- Divide the number of sales tokens by the amount collected for a certain period of time and after the period distribute tokens.
- Amount of token will be [your funding * total token of the ICO / raised fund] and you should execute [getCrowdSaleToken] at MyEtherWallet.com to get your token.
- For more information of it, please refer to the guide on the dashboard later.

Price Sale
- Token will be sold at fixed price.
- Distribution will be automatically done immediately.
- You don't need to execute [getCrowdSaleToken] if you only funded at price sale.

ICO

	Type	Period	Sale token amount	Price	Use
Pre Sale	Period Sale	2017.09.10 ~2017.09.16	10% of total supply	market	dApp marketing legal
1st ICO	Period Sale	2017.10.01 ~2017.10.07	10% of total supply	market	dev Team - 30% hour game prize pool - 40% year game prize pool - 30%
2nd ICO	Price Sale	2017.10.08 ~2017.10.14	5% of total supply	120% of 1st ICO's price	
3rd ICO	Period Sale	2017.10.15 ~2017.10.21	10% of total supply	market	
4th ICO	Price Sale	2017.10.22 ~2017.10.28	5% of total supply	120% of 3rd ICO's price	

* The schedule except Pre Sale can be delayed by Ethereum update status.

Game

Rule

The game is divided into hour game, month game, year game and they have seperate prize pool. The areas marked with [A / B / C] below indicate the properties of the hour, month, and year game, respectively.

Those whose participations were processed by blockchain around [10 minutes / 3 hours 10 minutes / 6 hours 10 minutes] on the basis of [hourly 0 minutes / First day's 00:00 of month / First day's 00:00 of year] will be candidates.

Games do not overlap, but are prioritized in order of year, month, hour.

By default, [winner's sent amount * total count (sent count at the game) * boostPrize] will be the prize. Lowest total count would be [100 / 300 / 1000] even actual count is less than that.

The winner takes 100% of the prize from the prize pool. For hour game, 3%, 3%, and 4% of the prize are allocated to month game prize pool, year game prize pool, dev pool from the prize pool. In the case of month game, 3%, 4% of the prize are allocated to year game prize pool, dev pool from the prize pool. In the case of year game, 4% of the prize goes into dev pool from the prize pool. (In simple terms, if the average prize of hour game is 10 Ether, the year game prize pool would be 2628 Ether (3% / 100% * 24 hours * 364 days * 10 Ether). The boostPrize is likely set high for month and year game as we don't want to remaining of month and year game's prize pool) If the prize pool has less than calculated prize of winner, the total amount of the prize pool will be divided by the respective percentage. e.g. At hour game, the amount of [prize pool / 100 / 110] will be allocated for winner.At year game, [prize pool / 100 / 104] would be.

How to pick a winner

The process of pick a winner is as follows.

At the start of the game, the dashboard exposes the hash value, which is the non-decryptable encryption result. At the end of the game, a random string, an encryption key, and a hash value are exposed on the dashboard to prove that this string was created before the game started. A random string is a combination of numbers and alphabets, of which only numbers are selected and sent to the Ethereum blockchain to select winner. Then the game selects the winner with this value.

This process is the only part that needs to be involved in the game from outside. (In terms of technology, adjusting property values by voting is just an option to make the game more enjoyable.)

Once the Ethereum has matured, this process is no longer necessary after switching to the original intended game, so the game will be done with pure Ethereum blockchain.

Join with tokens

We have designed to participate in the game with tokens. However, the year game only accepts Ether, not token. It will be limited to join the game with at least 1 token, and the winner prize is also Ether.

The prize will be calculated with fixed exchange rate, e.g. 100 tokens = 1 ether. However, we apply the disadvantage to attract the prize currency, i.e. Ether.

Token participation winnings apply dynamic prize multiplier of 25% to 50%, not 100%. This dynamic prize multiplier is reduced by 1% each time someone win with tokens and increases by 1% each time someone win with Ether, but it can not go beyond the range.

How to participate the game

You can participate the game by just sending ethereum to the contract address at MyEtherWallet.com. Tokens are also very easy to join the game at MyEtherWallet.com with a little diffrent way. We will provide the guidance on dashboard later.

Notice

Anyone not processed whose tranfer by blockchain within the time limit will be refunded. However, due to the characteristics of the Etherium system, the gas cost (transfer fee) can not be returned.

You MUST join us at MyEtherWallet.com. We do not guarantee any compensation if you participate in an exchange account.

Participation Reward

Anyone who successfully participates in the game, but has not won, will receive 100 tokens per 1 ethereum as reward. This Participation Reward applies only if you are participating in the game with Ethereum, which will eventually decrease as time goes by.

Rewards are not made in real time so after the game is over, you must receive them directly from MyEtherWallet using a simple method [getPrize]. For more information, please refer to the guide on the dashboard later.

Voting

Voting can be initiated only by the intimegame team and will be made public on the dashboard. Voting takes place in the Etherium blockchain and is simple to do from MyEtherWallet.com. Details will be announced later.

If you have more than 10000 tokens, you will receive additional token at the rate of 0.1% to 3.0% immediately as a reward for voting. Voting weights are determined by how many times you have tokens compared with the minimum token uint for vote, and only one opportunity per vote is allowed. For example, if the minimum unit is 10000, reward rate is 1% and you have 34000 tokens, you have 3 weights and receive 30000 * 1% = 300 tokens.

Once you participate in a vote, your account will not be allowed to send the token to other wallet until the end of the vote. However, you can participate in another vote or join the game as a token. If you vote more than once, your account will be limited to the most late voting time.

Marked in blue as well as token quantity adjustments are reflected after voting.

However, in case of imminent threat that concerns to the survival of the game, you will be notified about it on dashboard after we modified the game without voting.

Default value of votable attributes

Game time range : [10 minutes / 3 hours 10 minutes / 6 hours 10 minutes]
BoostPrize of Ether winner : 1
Guaranteed min count of prize calculation : [100 / 300 / 1000]
Min Amount of token to join game : 1
Fixed exchange rate of token per ether : 100 *
Dynamic prize multiplier of token winner : 25% ~ 50%
Participation Reward of ether : 100 *
Min Amount of token to vote (same as weight unit) : 10000
Voting reward : 1%

* These attributes will be determined by the first vote on the price of ICO before the start of the first game.

Goal

Our goal is 1 token = 1 Ether.

We can control the market price based on how we treat the tokens in the game, since tokens are worth as itself like Ether.

For example, what happens if the next month's game passes a vote to correct the exchange rate from the existing 100 tokens = 1 to 50 tokens = 1? Or what happens if you vote next month to correct variable token ratio from the previous 25-50% to 100-150%? And if the vote to burn gathered tokens through the game is passed? Or if when the token price gets closer to Ether you vote to 10% mint total token supply and get the 10% additional tokens as voting reward? In addition, the boostPrize can be calibrated from the existing 1 to 2 for a limited time. We want to make this simple game more exciting and valuable.

We will use all the means we can to achieve and exceed our goal. What if the reward pool is too small? Even if we sell remains of token, we fill the reward pool. Of course, everything is through voting.

Road Map

2017.09 Pre Sale

2017.11 Publish dApp
and the Game starts

2017.10 ICO

2017.12 Listed on
exchange sites