# Pre-Order Token Smart Contract Operations

1. If contract address receives 1 TRX it:
   1. Then sends 0.35 TRX to developer address
   2. Then sends 0.65 TRX to SR voting pool
   3. Then sends 0.65 PRE to sending address
2. If contract address receives 1 PRE it:
   1. Then unfreeze 1 TRX from SR voting pool
   2. Then wait 48 hours
   3. Then send 1 TRX to sending address
3. If SR Voting pool address receives TRX
   1. Then freeze TRX and vote for TIT.Network SR
4. If contract address receives SR rewards
   1. Then send TRX to each PRE holder based on their total share of PRE

# Dividend Pool Token Smart Contract Operations

1. When contract address receives 1 TRX it:
   1. Sends 0.35 TRX to developer address
   2. Sends 0.65 TRX to SR voting pool
      1. SR Voting Pool votes for TIT.Network SR
      2. SR Rewards get sent to DPT Dividend Pool address
   3. Sends 0.65 DPT to sending address
2. When contract address receives 1 DPT it:
   1. Unfreezes 1 TRX from SR voting pool
   2. Sends 1 TRX to sending address
   3. Burns 1 DPT
3. When DPT Dividend Pool address receives 1 TRX
   1. Sends 0.15 TRX to TIT Dividend Pool
   2. Sends 0.85 TRX to DPT Dividend Pool
   3. Every 7 days, 10% of the DPT Dividend Pool is airdropped to DPT Stakers
      1. Stakers must freeze DPT for 1 year
      2. Stakers earn dividends from the DPT Dividend Pool based on their share of the total frozen DPT
      3. Early unfreeze penalty = 25%
         1. DPT gets sent back to the contract address and burned
         2. Corresponding TRX is sent to the developer address
   4. 100% of the TRX in the DPT Dividend Pool will be frozen to vote for the TIT.Network SR
      1. 48 hours before the scheduled airdrop, 10% of the TRX is unfrozen to be airdropped 48 hours later

# TIT.Network Smart Contract Operations

1. TIT Foundation can mint new TITs until after the token sale
2. When TIT Dividend Pool receives 1 TRX
   1. Send 0.8 TRX to TIT Dividend Pool
   2. Send 0.2 TRX to developer address
   3. Send 1 TIT to sending address
      1. Every 100,000 TRX sent by sending address permanently increases this rate by 1 TIT for the sending address
      2. Every month increase this rate by 2% for everyone
   4. Every 12 hours airdrop 2% of TIT dividend pool to TIT Stakers
      1. ‘Certificate of Deposit” stake
         * Freezes TITs for 1-9 years
         * Starts earning 10% APR in TITs
         * Every year this APR increases by 5%
         * Penalty for emergency 48 hour unfreezing = 60% of interest
         * Penalty for emergency 3 week unfreezing = 15% of interest
         * Penalties are sent to burn address
         * Earns dividends based on share of total frozen TITs
      2. “Retirement Account” Stake
         * Freezes TITs for 10-20 years
         * Starts earning 10% APR in TITs
         * Every year this APR increases by 5%
         * Earns 100-300% bonus TITs at expiration based on length of stake
         * Penalty for emergency 48 hour unfreezing = 75% of interest
         * Penalty for emergency 3 week unfreezing = 30% of interest
         * Penalties are sent to burn address
         * Earns dividends based on share of total frozen TITs
      3. “Permanent Freeze” Stake
         * Permanently freezes TITs
         * Starts earning 10% APR in TITs
         * Every year this APR increases by 5%
         * Earns 300% bonus TITs after 20 years
         * APR restarts at 20% after 20 years
         * Earns dividends based on share of total frozen TITs
3. When a player triggers the Random Number Generator smart contract
   1. Player chooses over or under x number
   2. RNG picks a random number between 0-99
   3. If player chooses >x and number is >x then player wins
   4. If player choose <x and number is >x then player loses
   5. If player chooses >x and number is <x player loses
   6. If player chooses <x and number is <x player wins
   7. When player wins
      1. Send player 1 TIT per TRX played
      2. For every 100,000 TRX lost, increase reward by 1 TIT permanently
      3. Every month increase the base rate by 2% for everyone
      4. If player sent x amount of TRX, then send player x\*multiplier TRX back
   8. When player loses
      1. Send player 1 TIT per TRX played
      2. For every 100,000 TRX lost, increase reward by 1 TIT permanently
      3. Every month increase the base rate by 2% for everyone
      4. Send player’s TRX to the TIT Dividend Pool
   9. Multiplier
      1. Determined by win chance
      2. House edge is greater when win chance is higher
      3. Use same odds as WINk and BETFURY
         * (1/multiplier-(win%/100))\*100=House Edge %
   10. Keep ability to add more RNG games, like Ring, plinko, moon, duel
   11. Create a referral system
       1. Linked to public keys
       2. Referrers get 10% bonus TITs based on TRX volume
       3. Gives 10% bonus TITs to whoever uses the referral link to mine or contribute
       4. Sub-token referrers can use this system to earn bonus TITs