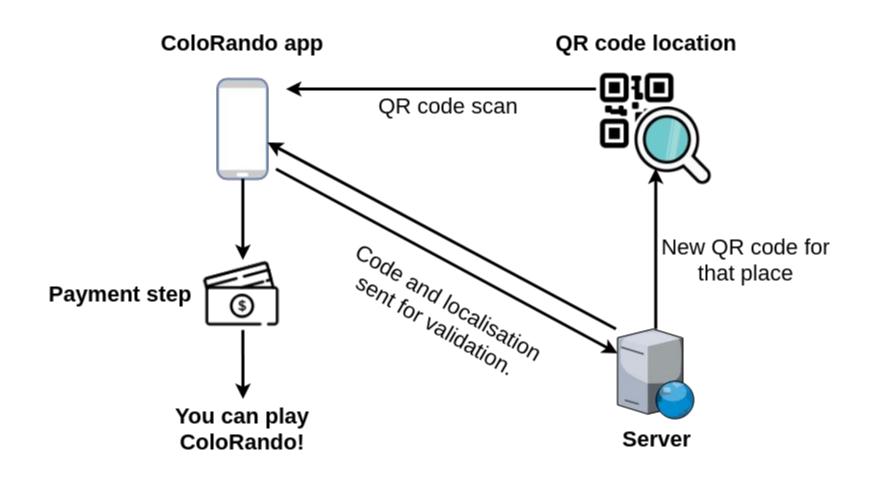
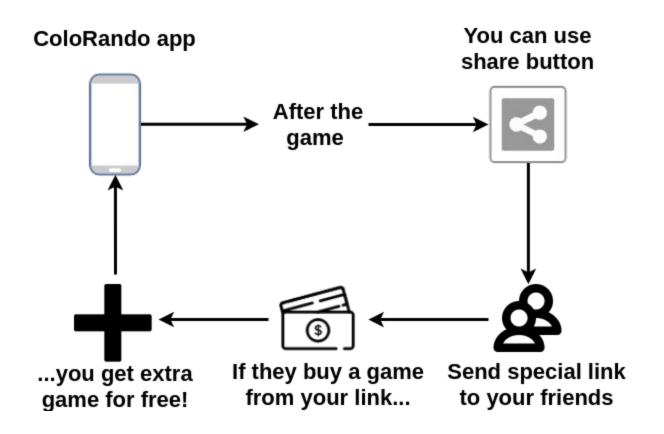
ColoRando





How we came up with this?

- 1. Lottery game of luck not skill.
- 2. Gamification.
- 3. Geolocalisation.
- 4. Social factors.