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M.K. WHITE PAPER  
PROJECT “CALCULUS”: PLAYSELL™ COLLABORATIVE PURCHASING™

ANNEX MEMO: TOKENOMICS

L.A., C.A., U.S.A., 19 January 2022

Collaborative Purchasing™: a New Concept of Buying & Selling Luxury Assets, and Any Goods.

The information in the present paper is aimed to present easy-to-use, simple-to-understand, transparent and fair e-alternative to lotteries, as on-line so off-line, which provides distinctively higher chances of winning along with establishing new powerful model/channel of e-retailing for vendors of assets.

Whilst Collaborative Purchasing™ has certain similarities to lottery mechanism, especially on the last stage, as most picturesquely demonstrated in one of the exemplary blockchain version of the concept, it has completely different business ideology of synergy between buyers and sellers.

Collaborative Purchasing™ shall smooth the tremendous distortions and deficiencies proliferating in the contemporary lottery propositions (low chances of winning combined with occasional extraordinary large winnings) by deploying simple model and technologically weaving together numerous B2C, C2C, and peer-to-peer relationships and interests, thus facilitating a continuous flow of win-win transactions.

The most appropriate immediate application of the concept is seen in purchasing luxury assets with value out of the financial capacity of potential acquirers. However, the process can be structured to have assets of any value as objects of the transactions.

The implementation of the Collaborative Purchasing™ platform and services will be based on the blockchain technology.

For more information on the Collaborative Purchasing™ and PLAYSELL™ concepts and business model see: M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, General Description, L.A., C.A., U.S.A., 07 January 2021.

The words and expressions Project “CALCULUS”, CALCULUS, PlaySell, Collaborative Purchasing are used in the present paper as synonymous, meaning essentially the same phenomena and product.

“CA.T.” means “CALCULUS Token” – an ERC-1152 dual-nature (fungible – non-fungible) token used as a main operational unit on the CALCULUS Platform.

1. Introduction
2. How PlaySell™ works
3. What is CALCULUS PlaySell™ Platform
4. What is CA.T. token
5. Golden (Reserved) CA.T. tokens
6. Distribution and Vesting Schedules
7. Product (Types of Games) Roadmap

Related Documents:

1. M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, **General Description**, L.A., C.A., U.S.A., v. 07 January 2021.
2. M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, **Tokenomics**, L.A., C.A., U.S.A., v. 19 January 2022.
3. M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, **Technical Aspects**, L.A., C.A., U.S.A., v. 19 January 2022.
4. M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, **Financial Model (Spreadsheets and Tables)**, L.A., C.A., U.S.A., v. 30 January 2022.
5. M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, **Platform Legal Requirements**, L.A., C.A., U.S.A., v. 31 January 2022.
6. M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, **Draft Token Sales Contract**, L.A., C.A., U.S.A., v. 31 January 2022.
7. Other (ask the Management Team).

## 1. Introduction

- 1.1. Project CALCULUS is the creation of a new type of selling channel for luxury goods based on dynamic algorithms with elements of draw games/games of chance (lottery-type) with extraordinary high chances of winning compared to traditional large-scale lotteries.
- 1.2. Whilst the business model of CALCULUS is independent of any technological embodiment, the Project is implemented with heavy leverage of contemporary and perspective technologies of cryptography, blockchain and tokenization. The core operational instrument of the Project is the CALCULUS Token which is a hybrid of fungible and non-fungible digital blockchain-based token protocols.
- 1.3. Whether we like it or not, people play lotteries, and they do play a lot, and they always will. But why?
- 1.4. Poor people play much more than well-off people do as for the poor a lottery is normally nothing but a desperate attempt to make ends meet and, possibly, to jump to the upper deck. For them, lottery usually is not a fun, but an act of last resort. Thus, a mass market. That is why traditional lotteries are often called “a tax on the poor”.
- 1.5. It is ironical that whilst the chances of substantial winning in modern lottery are minute (average odds are ranging from 1 in 100 million to 1 in 600 million ), those lucky few who win, win much more than they would have actually needed.
- 1.6. “Normally nothing, occasionally overmuch” – abnormal situation so typical for the modern world.
- 1.7. And yet, the factual volume of the official large lotteries surpassed \$320 billion in 2017, and is growing. Expected CAGR of the official market in 2018-2030 is 10%.
- 1.8. We expect the Year of 2022 to be unprecedented in terms of the record high volumes of lottery gambling globally, and in terms of the sizes of the jackpots. The scale the figures will reach are astonishing.

## 2. How PlaySell™ works

- 2.1. By considerably simplified analogy, the system in its first stage will be a digital venue for running global digital cryptographic raffles on exquisite luxurious products of high value.
- 2.2. In the early stages of the Project, the accent in prizes selection will be placed on luxury watches and cars. Later, other positions will be added depending on progression.
- 2.3. The selection of the brands and products will be based on emotional attachment of the target audience and compatibility of the brand with noosphere of the project.
- 2.4. We start in Europe as it is more adopted for the online gambling by now.
- 2.5. We open branch in USA as well, as we think that in 1-2 years the US market will gain momentum and will have special taste for European successful projects.
- 2.6. CALCULUS™ play, at least at the early stages of the Platform, will not allow multiple winners. The PlaySell™ original model will work straightforward: one prize- one play - one winner.
- 2.7. At later stages, there might certain variations and versions of play be introduced, which, for example, will allow players to choose the numbers and thus allow multiple-winner outcomes. These types of games are interesting for us in terms of increasing the scale of the operations, in particular, creating derivatives of the major national games, by synchronizing certain plays offered by the Platform with dates, winning numbers, jackpots and secondary prizes of the major national and supranational lotteries.
- 2.8. Big prizes have big gravity. The size of the prizes and variety of format for play will grow organically, including derivative mirroring, insured product/prize play solutions.
- 2.9. Introduction of the plays and games where the player will have an option to choose whatever numbers they wish will not cause necessity to change the principal architecture and mechanisms of the CALCULUS Platform. Such developments will be introduced on the basis of the same CA.T. tokens and on the same private blockchain, through separate designated algorithms of derivative numerical assignments and the Random Number Generator modulation.

See details in:

M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, General Description, L.A., C.A., U.S.A., 07 January 2021.

### 3. What is CALCULUS™ PlaySell™ Platform

- 3.1. CALCULUS™ will exist as an integrated platform implementing lottery-type games which we call PlaySell™, originally run as an advanced private sidechain on top of Ethereum. The flexible architecture of the system will allow the implementation of smooth and quick migration onto other perspective infrastructural bases in case if the efficiency of Ethereum will be overtaken by such.
- 3.2. CALCULUS™ exists as a private blockchain.
- 3.3. In its first embodiment, the system will present a new type of e-commerce venue. To use a simplified analogy with games of chance, the first stage of the system will run as a digital metaverse of smart contracts/lottery tickets/tokens claiming material prizes with increased probability of a win, which will foster and socialize the noosphere of the open community and self-isolated subcommunities of players interested in acquiring luxury goods from selected brands (high-end watches, cars, jewelry, real estate, high-end art, including digital art and digital artefacts) on one side, and luxury brands owners on the other. The main operational agent for implementing the draw games will be the system-native hybrid CALCULUS Token.
- 3.4. Conventional merits of blockchain technological approaches (such as transparency, reliability, auditability, immutability, low friction costs, etc.) will be fully deployed.
- 3.5. Conventional merits of traditional games of chance will be rebooted and boosted through techno-solutions allowing legitimate frequency playing (daily, hourly, etc.), club-style membership, digital asset ownership, and uniquely great chances of winning, along with adequately high house edge margins.

See details in:

M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, Technical Aspects, L.A., C.A., U.S.A., v. 19 January 2022.

#### 4. What is CA.T. token

- 4.1. CA.T. is a 1155 ERC token (see more in M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, Technical Aspects, L.A., C.A., U.S.A., v. 19 January 2022).
- 4.2. CA.T. has a dual, or hybrid, usability nature<sup>1</sup>. On one hand, it is fungible, as all CA.T.s have the same nominal value and can be exchanged one for another, bought and sold. On the other hand, each CA.T. has unique number, from 000,000,1 to 7,777,777. Whilst mathematically all CA.T.s placed as bids into the play have equal chances to win, the individuality and uniqueness of CA.T.s may be subject to particular preferences and value of particular users. In such cases, players can buy a CA.T. with a particular number (in case if it is available) and hold it for as long as they want and play it for much as they want provided that each future play has been prepaid.
- 4.3. Having a CA.T. is equal to having a personal account in the CALCULUS Platform, as the CALCULUS Platform exists in the form of the private (not public) blockchain for the PlaySell activity of the Platform Community.
- 4.4. That said, it is as easy to become the Member of the CALCULUS Community as open a customer account on eBay or AMAZON. Once account is opened and CA.T. is bought, the player becomes a Member of the Community and can play.
- 4.5. 1 CA.T. gives a right to place one bid into one play/game<sup>2</sup>.
- 4.6. Thus, the CA.T. is basically similar to a lottery ticket. It has unique number.
- 4.7. In most of the cases, however, the player cannot choose a particular CA.T. with a particular number. The instances when he can are rare and privileged, as, for example, during the original distribution or in the case when the Platform allows to choose a particular a CA.T. with a particular number among those available for circulation (such option may be, from time to time, opened for certain plays in form of a pooping-put list of CA.T.s to choose, like number cellular phones number are available sometimes for the new customers). The player can only choose to form the numbers available.
- 4.8. The holder can hold CA.T. as long as they want. However, once the CA.T. is placed into the play and play has been played, the CA.T. goes into the Platform Treasury to be sold again for the new plays.
- 4.9. As CA.T.s have a dual usability nature – fungible and non-fungible at the same time, depending on application – a player can choose to hold CA.T. with a particular number and to play it many times as far as it has been paid.

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<sup>1</sup> In a sense, all fiat money banknotes, for example, have similarly dual nature, too. Whilst the fiat money are fungible, i.e. one banknote of the same par value can be changed for the other banknote with the same par value within the same currency type, still each banknote is unique at the same time as it normally contains uniquely identifiable attributes by design (serial number).

<sup>2</sup> See for the mechanics of the PlaySell play: M.K. White Paper, Project “CALCULUS”: PlaySell™ Collaborative Purchasing™, General Description, L.A., C.A., U.S.A., 07 January 2021.

- 4.10. The Platform, at least at the first stages of development, will not offer choosing any number for play as such approach allows multiple winners. In Platform plays there shall be only one winner. This means, that several players will not be able to place several CA.T.s with the same number, as each CA.T. has unique number. If CA.T. having unique number has been bought by a player for multiple plays, it will mean that Random Number Generator can see only one bid with the same number each time this particular CA.T. has been played.
- 4.11. Due to the emotional attachments of players to numbers, at further stages the Platform will allow games where a bid will be placed by choosing particular 7 digits. This does not, however, suppose multiple winners. Once the Random Number Generator used by the Platform will run into bids having the same number, it will allocate individual extensions to such bids and the only winner will be defined.
- 4.12. Players can use the same CA.T. to play together through collective (fractional) ownership. This will mean that the distribution of the prize won by such CA.T. will be implemented out of the Platform and is sole responsibility of the CA.T. collective holders.
- 4.13. Overall, the company will mint maximum amount of 7,777,777 CALCULUS Tokens (CA.T.), by scheduled tranches, based on the latest NFT protocol. Each CA.T. will have unique number in order of minting sequence, starting from "000 000 1 and up to "7 777 777".
- 4.14. While technically NFT, most fraction of CA.T.s volume will be tradable similar to fungible tokens, except for Golden CA.T.s (having uniquely attractive numbers like "000 033 3", "7 777 777", etc.) which shall be reserved for special events and remunerations.
- 4.15. Nominal value of 1 CA.T. is \$10.00, which is equal to 1 standard bid in system draw. However, lower values of bids are possible, thus 1 CA.T. can be divided in fractions for smaller bids, e.g. \$1.00.
- 4.16. CA.T.s are never burned. Once issued CA.T. is forever.
- 4.17. When player wagers his/her CA.T. for the draw, once the draw is complete the wagered CA.T. goes to the Company Treasury to be sold again.
- 4.18. Any player can buy multiple plays for his/her 1 CA.T., if he/she feels attached to a particular number (NFT aspect of CA.T.). In this case, the player must prepay future plays and keep the CA.T. balance positive, otherwise the CA.T. will be forfeited to the Company's coffers.
- 4.19. At initial stage, when only luxury assets are prizes (with option of monetary compensation), the number of bids is fixed for each draw. This means that fixed number of CA.T.s/bids is sold for a particular draw. Once this number is sold, no further bids are accepted and the draw is done by proprietary Random Number Generation Algorithm to choose the winning CA.T.
- 4.20. At later stages, other forms of draw will be introduced, including unlimited cumulative jackpots (see more below in Chapter 7: "Product (Types of Games) Roadmap").



5. Golden (Reserved) CA.T.s

- 5.1. As CA.T.s have dual-nature in terms of fungibility, each token has unique issue number assigned to it during digital mintage.
- 5.2. We reserve the pool of 777.00 CA.T. tokens with selected number as a treasury reserve. These Golden (Reserved) CA.T.s can be later assigned, granted, sold or otherwise enjoyed as per the appropriate decision of the Management.
- 5.3. The list of CA.T.s thus reserved:

RESERVED NUMBERS: GOLDEN CA.T.s (CALCULUS TOKENS)

TOTAL CA.T TOKENS TO BE ISSUED		7,777,777.00
FIRST PLACEMENT ISSUE		2,000,000.00
RESERVED (GOLD) NUMBERS	#	777.00
	1	1
	2	3
	3	7
	4	101
	5	111
	6	333
	7	777
	8	999
	9	1,110
	10	7,770
	11	3,330
	12	4,444
	13	11,100
	14	33,300
	15	55,555
	16	77,700
	17	111,000
	18	333,000
	19	333,777
	20	666,666
	21	777,000
	22	1,000,000
	23	1,100,100
	24	1,010,101
	25	1,110,000
	26	3,000,000
	27	3,300,300
	28	3,330,000
	29	7,000,000
	30	7,770,000
	31	7,777,777
	<b>746.00</b>	<b>other</b>
		<b>777</b>

## 6. Distribution and Vesting Schedules

- 6.1. We have maximum issuance volume of 7,777,777 CA.T. tokens for the whole lifecycle of the project. No more than 7,777,777.00 CA.T. tokens can ever be issued. Never. No more.
- 6.2. The par value (nominal value) of 1.00 CA.T. is \$10. This is equal to standard game ticket on the CALCULUS Platform.
- 6.3. The first issue/Investment Round 1 we make is 2,000,000.00 (Two Million) CA.T.s.
- 6.4. The first issue/Investment Round 1 is implemented to finance the first stage of the Project and the amount raised shall be adequate to bring the Project to the state of operational profit-making.
- 6.5. We offer it to the inner circle of privileged investors at \$1.00 per token, i.e. 90% discount to the nominal price.
- 6.6. \$2,000,000.00 (Two Million US Dollars) is defined as an indicative soft cap for the first placement. We do not set any hard cap.
- 6.7. This means that we shall get not less than \$2,000,000 (Two Million US Dollars) at the first placement. Maybe more, depends on the sell progress. But not less.
- 6.8. The Investment Round 1 is planned to be the only one, as we plan to bring the Project to the level of operational profitability deploying only the funds raised at soft cap level of \$2M. We plan to finance the further development of the Project from the operational profits the Project earns.
- 6.9. Shall we raise more than soft cap amount during the first (and, possibly, the only) investments round, the funds will be allocated to intensify the Project development without detriment to the quality. The main area of focused financing will be in marketing and promotion of the Platform to gain stronger traction quicker and increase the community of players swifter.
- 6.10. Based on the Investment Round 1 calculations, investors shall be able to get 1,000% (10 times of original to investment @ \$1.00/CA.T.) if they buy at minimal soft cap offer price.
- 6.11. CA.T.s, being a dual-nature tokens (fungible and non-fungible at the same time, depending on a particular application and an aspect of perception) are eligible to be listed on established crypto exchanges.
- 6.12. Such placement is beneficial for the liquidity of CA.T. tokens if done properly and implemented through balanced treasury policy.
- 6.13. The major goal of the placement is to create proper public awareness of the CA.T.s and CALCULUS Project and develop a properly sympathetic community sentiment.
- 6.14. The Investment Round 1 of CA.T.s will be conducted in the stages:

- 6.14.1. pre-sale to the selected investors by subscription through digital contracts;
- 6.14.2. sale to the selected investors simultaneously and through the listing on the decentralized exchanges;
- 6.14.3. controlled trading on the decentralized exchanges of the small amounts of CA.T.s released into free circulation and unlocking of the CA.T.s tokens through placement into bidding stakes sales on the Platform within limits established for investors and management in percentages of the total sales volumes.
- 6.15. During the private pre-sale, the interested qualified investors will digitally sign a digital token pre-sale/pre-purchase agreement, where the Platform commits itself to deliver a specified number of CA.T.s tokens to the designated crypto-wallets of the investors at specific date, which shall be the first day of the listing of CA.T tokens on selected decentralized exchange (or several decentralized exchanges).
- 6.16. The investors of the Investment Round 1 shall acquire the CA.T. tokens they subscribed for in the pre-sale / pre-purchase agreements formally through the listing (-s) on the decentralized exchange (-s).
- 6.17. The Platform will make a placement of CA.T.s through Initial Decentralized Offering (I.D.O.) on one or several decentralized exchanges specializing in cryptocurrency and crypto-tokens trading. The date, amount (-s) and the names of the decentralized exchanges where such listing of CA.T. tokens shall be made will be agreed between the management of the Platform and the investors prior to such listing.
- 6.18. The Platform does not plan to release into circulation any considerable amount of CA.T. tokens in excess of those pre-sold to the investors.
- 6.19. The placement of CA.T.s through Initial Decentralized Offering (I.D.O.) on one or several decentralized exchanges specializing in cryptocurrency and crypto-tokens trading will consist of two parts:
  - 6.19.1. CA.T.s presold to the investors to be delivered in accordance with pre-sale agreements signed with investors prior to the listing;
  - 6.19.2. Small amount of CA.T.s in excess of those pre-sold to the investors. Such amount will not exceed 100,000.00 CA.T.s and will represent a free-float for testing the market and initial building of price and liquidity landscape for the tokens. Terms and conditions of any further releases of the free floats of CA.T.s will be reconciled with the investors prior to such releases.
- 6.20. After the listing, the CA.T. token will be listed and traded on a decentralized exchange (-s). The Platform and investors shall take care about proper market-making for the CA.T. token.
- 6.21. CA.T.s of Investment Round 1 have lockup period/vesting schedule, though.
- 6.22. Investors of Investment Round 1, can start selling their CA.T.s through CALCULUS Platform simply as tickets, at par value of \$10.00/CA.T. but not more than 10% of total ticket sales.

- 6.23. If we sell enough tickets during the first year of operations – investors can sell all the CA.T.s they hold, if they want, @ \$10.00/CA.T. and thus fix their profit for the tranche (see above).
- 6.24. If we do not sell enough tickets, investors must wait till we sell enough, and keep the clockworks turning quick enough. This shall incentivize investors to push and pull and help us to have CALCULUS Platform to gain the muscles larger and sooner than otherwise could be. Clearly, we count, to a certain extent, on investors support (word of mouth to promote the Platform, communication on the views and ideas, etc.).
- 6.25. In other words, placing the limit on unlocking/vesting the CA.T.s from Investment Round 1 we do hope to unleash the creative energies, professional insights and stakeholding support from the investors, who will form the core of the Platform's community crucial for the takeoff in terms of ticket sales/gaming volume.
- 6.26. Investors support in excess of direct investing into the CA.T.s is helpful, but, ultimately, the productivity of the Platform will be a result of the Project Ream efficiency.
- 6.27. The Project Team shall be allocated 1,333,333.00 CA.T.s, i.e. 17% of the total lifetime amount.
- 6.28. The CA.T.s allocated to the Project Team shall also be locked similar to the CA.T.s Investment Round 1 investors, with the same mechanism targeting linear incentivization of the Team to deliver the Project to be profitable as soon as possible.
- 6.29. The difference the investors' CA.T.s and Project Team' CA.T.s is that the Project Team has tighter requirements for the vesting percentage. Whilst the investors can vest their CA.T.s in quantities of up to 10% of the Platform sales (selling the CA.T.s as tickets to/through the Platform), the Project Team can only sell their CA.T.s only up to 1% of the Platform sales.
- 6.30. Example:
  - 6.30.1. in December 2022 the Platform sells total of 1,000,000.00 tickets at par value of \$10.00/ticket which are distributed among 100 games successfully held in December 2022. Thus, in December 2022 the investors can sell 100,000 CA.T.s (tickets), i.e. 10% of the total tickets sold this month, at par value of \$10.00/CA.T. (ticket). These CA.T.s (tickets) will be automatically allocated among different games by the Platform operational algorithms.
  - 6.30.2. The Project Team, however, can only sell in December 2022 not more than 10,000 CA.T.s (tickets), i.e. 1% of the total sales.
  - 6.30.3. The reason why we set lockup limits not in fixed time periods, as done in the most cases, but in percentage of the actual sales on the Platform is that we want to directly link the vesting schedules to the operational and financial performance of the Platform in real life.

- 6.30.4. The better the Platform (the Project Team) does, the sooner the investors can fix their profits and the Project Team can get renumeralated, if they choose so. The limits have an upper-cap nature on the option decisions. It is an option, not an obligation, of an investor or a Team Member to cash-in their CA.T.s, within the quantitative limits imposed.

CA.T. TOKENOMICS

			Unlocking YEAR 1	Unlocking YEAR 2	Unlocking YEAR 3
Number of CA.T. tokens throughout the lifecycle of the CALCULUS Project	CA.T.s	7,777,777.00	depending on sales	depending on sales	depending on sales
CA.T. Par Value	\$/CA.T.	10.00	10.00	10.00	10.00
Issue for Investment Round 1	CA.T.s	2,000,000.00	Investors can sell CA.T.s through the Platform as tickets at \$10/CA.T., but not more than 10.00% jn total ticket sales. The vesting volume depends on volume of plays the Platform makes.		
Soft Cap for Investment Round 1	\$	2,000,000.00	-	-	-
Offer Price for Prime Investors, Round 1	\$/CA.T.	1.00	-	-	-
Greenshoe (Over-Allotment) Type Option, Investment Round 1	CA.T.s	1,000,000.00	Lockup	Investors can sell CA.T.s through the Platform as tickets at \$10/CA.T., but not more than 10% jn total ticket sales. The vesting volume depends on volume of plays the Platform makes.	
Offer Price for Greenshoe Type Option, Investment Round 1	\$/CA.T.	5.00	-	-	-
Soft Cap for Greenshoe Type Option, Investment Round 1	\$	5,000,000.00	-	-	-
Total Treasury Reserve for Investment Financing	CA.T.s	3,700,000.00	2,000,000- 3,000,000.00	depending on sales	depending on sales
Gaming and Trading Circulation Treasury Reserve	CA.T.s	2,743,667.00	111,000.00	333,000.00	777,000.00
Founders, Team, Management Allocation	CA.T.s	1,333,333.00	Team can sell CA.T.s through the Platform as tickets at \$10/CA.T., but not more than 1.00% jn total ticket sales. The vesting volume depends on volume of plays		
Golden CA.T.s Reserve	CA.T.s	777.00	111.00	111.00	111.00
Founders, Team, Management Allocation	CA.T.s	1,333,333.00	Team can sell CA.T.s through the Platform as tickets at \$10/CA.T., but not more than 1.00% jn total ticket sales. The vesting volume depends on volume of plays the Platform makes.		
Member 1	CA.T.s	222,222.17			
Member 2	CA.T.s	222,222.17			
Member 3	CA.T.s	222,222.17			
Member 4	CA.T.s	222,222.17			
Member 5	CA.T.s	222,222.17			
Member 6	CA.T.s	222,222.17			

## 7. Product (Types of Games) Roadmap

- 7.1. The Platform, at least at the first stages of development, will not offer choosing any number for play as such approach allows multiple winners. In Platform plays there shall be only one winner. This means, that several players will not be able to place several CA.T.s with the same number, as each CA.T. has unique number. If CA.T. having unique number has been bought by a player for multiple plays, it will mean that Random Number Generator can see only one bid with the same number each time this particular CA.T. has been played.
- 7.2. Due to the emotional attachments of players to numbers, at further stages the Platform will allow games where a bid will be placed by choosing particular 7 digits. This does not, however, suppose multiple winners. Once the Random Number Generator used by the Platform will run into bids having the same number, it will allocate individual extensions to such bids and the only winner will be defined.
- 7.3. At initial stage, when only luxury assets are prizes (with option of monetary compensation), the number of bids is fixed for each draw. This means that fixed number of CA.T.s/bids is sold for a particular draw. Once this number is sold, no further bids are accepted and the draw is done by proprietary Random Number Generation Algorithm to choose the winning CA.T.
- 7.4. At later stages, other forms of draw will be introduced, including unlimited cumulative jackpots.
- 7.5. There might certain variations and versions of play be introduced, which, for example, will allow players to choose the numbers and thus allow multiple-winner outcomes. These types of games are interesting for us in terms of increasing the scale of the operations, in particular, creating derivatives of the major national games, by synchronizing certain plays offered by the Platform with dates, winning numbers, jackpots and secondary prizes of the major national and supranational lotteries.
- 7.6. Big prizes have big gravity. The size of the prizes and variety of format for play will grow organically, including derivative mirroring, insured product/prize play solutions.
- 7.7. Introduction of the plays and games where the player will have an option to choose whatever numbers they wish will not cause necessity to change the principal architecture and mechanisms of the CALCULUS Platform. Such developments will be introduced on the basis of the same CA.T. tokens and on the same private blockchain, through separate designated algorithms of derivative numerical assignments and the Random Number Generator modulation.
- 7.8. The brief overview of the roadmap for development and introducing new products/game types on the Platform:

### 7.8.1. Year 1-2: original PlaySell™ Collaborative Purchasing™<sup>3</sup>

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1. <sup>3</sup> For more information on the Collaborative Purchasing™ and PLAYSELL™ concepts and business model see: M.K. White Paper, Project "CALCULUS": PlaySell™ Collaborative Purchasing™, General Description, L.A., C.A., U.S.A., 07 January 2021.

7.8.2. Year 2-3:

- 7.8.2.1. Dailies (one or several times a day): for players who like to want to play every day and look for even better odds of winning. Plays shall be available several times a day, including Sundays, with cash prizes scoring up to \$30,000. Various ways of playing shall be available, e.g.: Straight (Exact Order); Box (Any Order); Pairs (Matching); Straight/Box (Exact/Any Order); Combo (Simple Combinatorics); other. The cost of a bid will depends on the type of the selected wager, ranging widely, starting from \$0.10 with \$0.10 increments increasing depending on the number of times opted for the same wager. The fractional payment by CA.T.s shall be validated.
- 7.8.2.2. Lotto (several times a week): the classic lottery game structure implemented online on the Platforms blockchain infrastructure.
- 7.8.2.3. Direct Duels (played by wish by 2 or several players any time and any frequency they choose).

7.8.3. Year 3-4: Derivative Mirroring Games: we organize the parallel copy-cat plays copying the major international plays. The terms, including time, periodicity, prize sizes and winning numbers are identical to the original games, but re-created simultaneously on the Platform.

7.8.4. Other.