



NON

Non Rake Chain

Creating a Trusted Environment for
Gaming Development

V2

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1. Summary

Nonrake Chain is a gaming development platform based on blockchain technology. It is designed to create a trusted environment for gaming development through the underlying multi-chain drive, modular API interface, smart contract and token economy system, and to provide gaming operators with blockchain solutions including fund settlement, technology development, user sharing and economic incentive mechanism, etc.

1.1 NonRake Chain

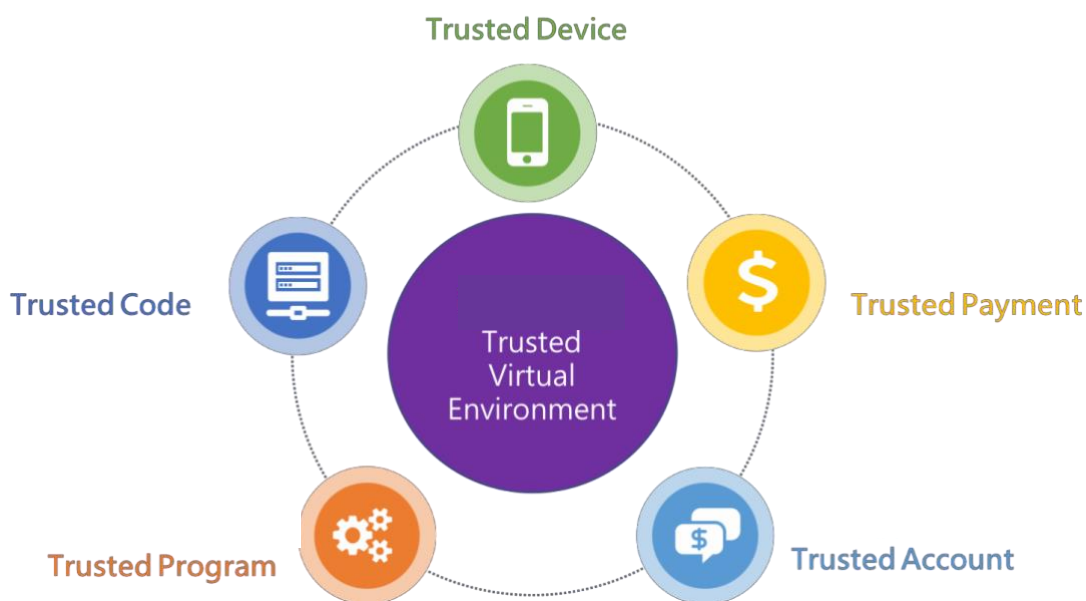
Through blockchain technology, Nonrake Chain Technically enables the highest security of online gaming. The development team used DAPP with full open source code in the original full-node virtual sandbox running environment, in which the data is transmitted after Elliptic Curve Cryptography (ECC), ensuring that the game process is transparent and open while not allowing being implanted into the back door and tampering, so that anyone including the developer's team can't cheat at all. Nonrake Chain will solve the dark box operation and fund safety problems commonly seen in the gaming industry, which can be disruptive to the whole gaming industry.



Poker, lottery, sports game, casino gaming and other types of online gaming operators may make development based on the Nonrake Chain Modular API interface and smart contracts, and provide game developers and operators the development environment and gaming ecosystem of decentralized architecture.

1.2 Trusted Execution Environment

Nonrake Chain is a blockchain platform-level trusted execution environment provided for gaming application businesses to ensure application data security. Based on the unified security API and SDK of NonRake Chain, the security application DAPP developed by application manufacturers can be run in all smart devices (including mobile phones, tablets, PC, etc.) and platforms (including Android, IOS, etc.).

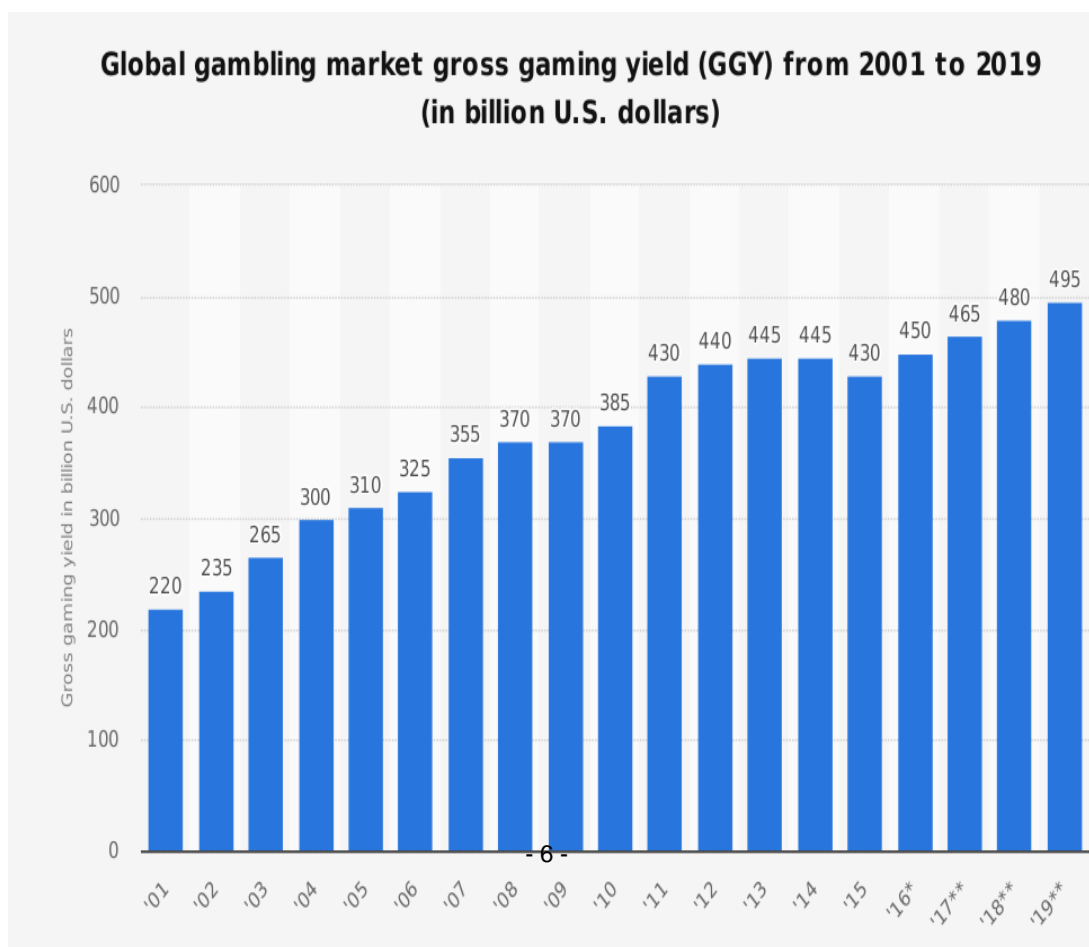


A trusted device represents the highest level of security in a trusted environment. In gambling games, offline electronic roulette machines, electronic dice machines, electronic baccarat tables, electronic poker tables, betting on horses, betting on balls, fruit machines and slot machines are frequently used, but they lack trust and need to be solved urgently.

2. Gaming industry overview

2.1 General

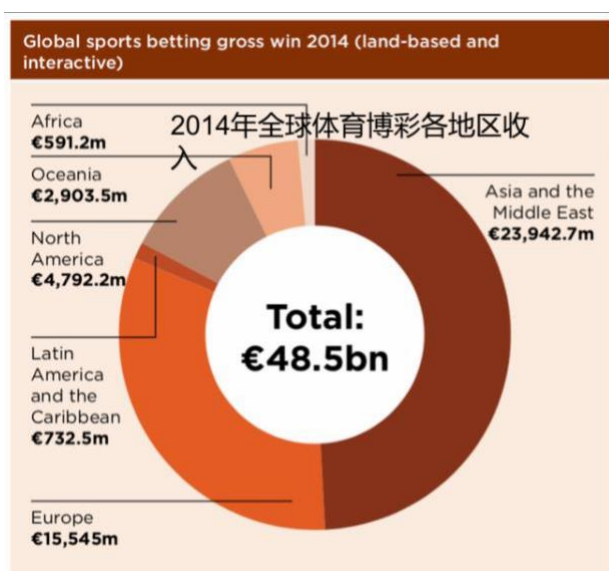
According to a study published by Statista, a leading global statistics agency, the gaming industry's market will reach US\$500 billion (statistical data) by 2020.



The statistics depict total gaming revenues in the global gambling market from 2001 to 2015 and predict data for 2016-2019.

Total global gambling revenues are expected to reach US\$450 billion in 2016 and rise to US\$495 billion in 2019.

In addition, the data from the International Centre for Sports Security suggest that, sports betting has a market of nearly 50 billion euros. But in fact, the black market in sports betting accounts for more than 80 per cent of the market, suggesting its true size is closer to 250 billion euros. Other gaming situations are similar to sports betting.



The real driver for the sports betting business is legalisation, or 'regulation', to use the industry parlance. About 80 per cent of the world's sports bets are still placed on the black market, according to a 2014 report by the International Centre for Sports Security. This suggests the true size of the sports betting market might be nearly €250bn - representing over 40 per cent of the total gambling market. It is not surprising that many governments are taking action against illegal markets, and regulating sports betting.

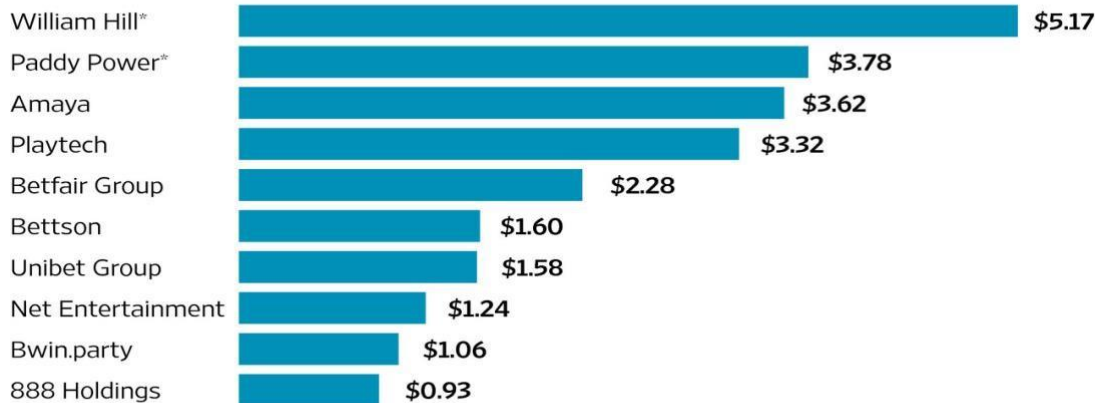
2.2 Online gaming industry

Online gaming has grown at a compound annual rate of 10% in recent years. Big bookmakers such as William Hill, Playtech(PT), Paddy Power, Betfair and Amaya inc. dominated the global online gaming market in 2016.

Ten largest online gaming companies (unit: US\$ 1 billion)

All In

The 10 biggest online gambling companies by market capitalization, in billions

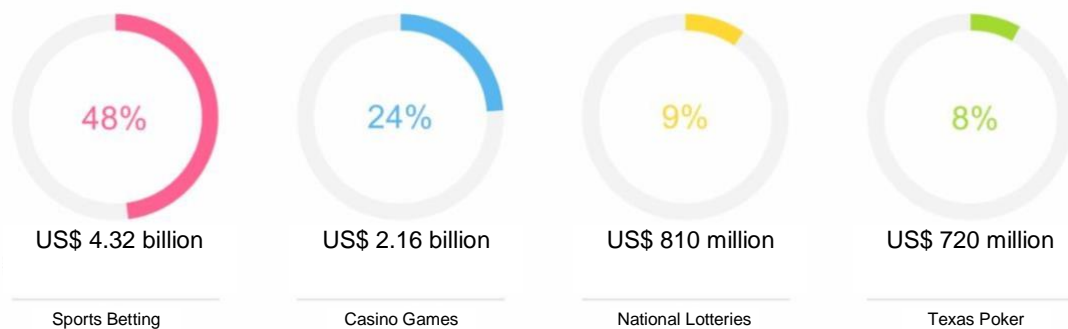


Note: As of midafternoon Monday
Source: WSJ Market Data Group

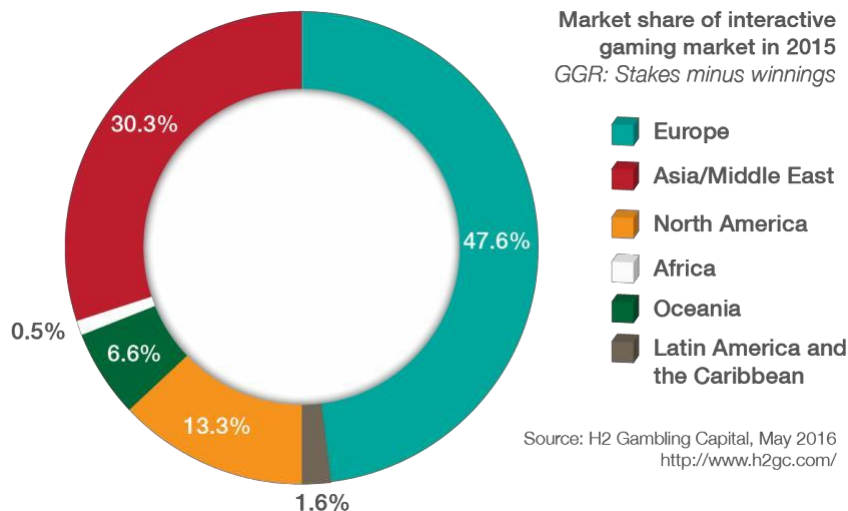
*Includes significant revenues from land-based operations

THE WALL STREET JOURNAL

As the leader in the online gaming industry, sports betting accounts for 48% of the online gaming market, with 24% for casino games, 9% for national lotteries, 8% for Texas hold 'em, and 11% for other games.



In terms of regional distribution, the European market, as the leader, has 47.6% of the online gambling market. The second largest market was Asia, at 30.3%; North America has a 13.3% share.



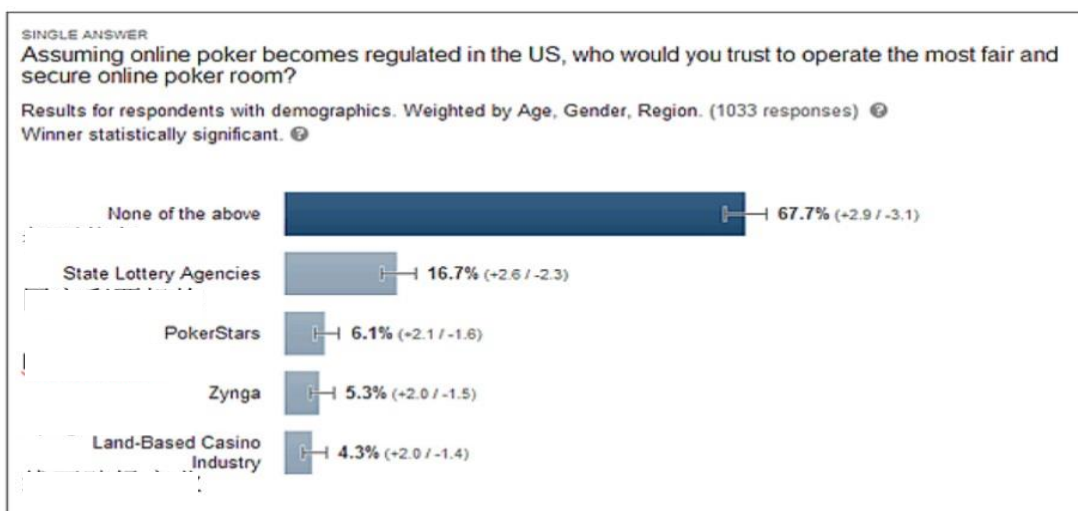
Market share of online gambling games in various regions in 2015

In recent years, with the worldwide popularity of smart mobile devices, more and more players choose online gambling games. A TMR (Technical Memorandum Report) analyst said the number of consumers using smart mobile devices was large enough for traditional gaming service providers to consider creating dedicated gaming portals for mobile users. This has allowed them to make a staggering amount of money from consumers who bet on their smartphones while traveling.

In some developed countries, gambling companies have included advanced VR devices in online gaming as an important way to attract consumers with more disposable incomes, and brought traditional offline players to portal websites through the real experience of VR devices.

To cater to the growing demand of users for watching and betting on real-time sports events, online gaming companies combine gaming with events and live games. The analyst added that an important opportunity in the global online gaming market was to add gaming strategies to gambling.

However, along with the rapid growth of the global gambling industry, problems of online gambling are becoming more and more prominent, such as the insecure storage of funds on online platforms, the long settlement period, the high commission charge, the vulnerability of platform random algorithms to be cracked, the cheating by platform developers through implanting backdoors and various kinds of black box operations.



According to a survey by a US social research company, users have very low trust in online gaming platforms. Even though the operators of online gaming are national lottery organizations and offline casinos, people still think it is difficult to play fair and safe games.

NonRake Chain will solve the problems of capital security, settlement time, game equity and cheating by applying blockchain technology.

3. Introduction to the Platform of NonRake Chain

3.1 NonRake Chain Overview

NonRake Chain is a blockchain-based gaming game development platform that allows gaming operators to publish their own gaming DAPPs based on it. NonRake Chain has a unique multi-chain technology framework and DPOS consensus mechanism to ensure the operating efficiency of the public chain.



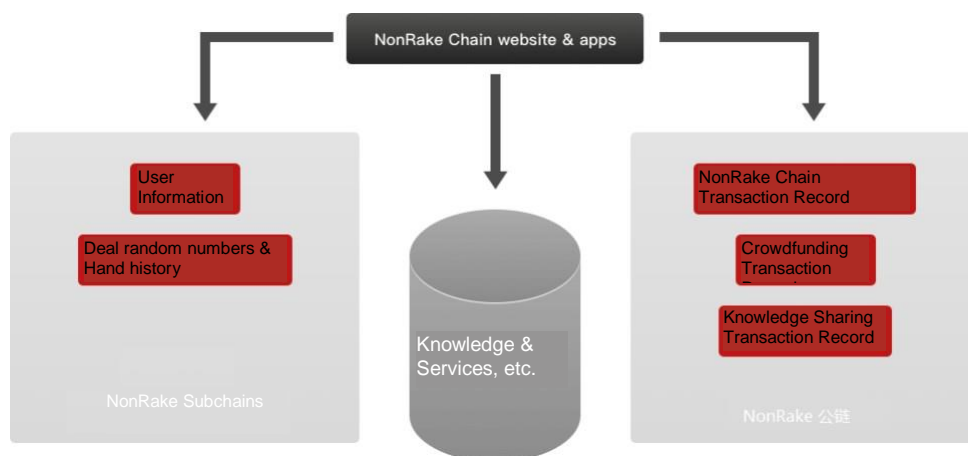
It builds a decentralized settlement platform, provides technical solutions and builds a shared user community for upstream and downstream participants in the gaming industry through application APIs for basic services such as crowdfunding/copyright traceability/random number generation/community/anti-cheating.

- **Fair and honest game technology solutions**


In the gaming industry, ensuring complete randomness, eliminating artificial player, and avoiding inner developers hacking RNG algorithms is the key to building top-level rules for games. NonRake Chain uses a distributed logging system to record and save the results of all timely incidents, which cannot be tampered with, providing an easy access for all players. Secondly, it builds an anti-fraud intelligent monitoring system that monitors user behavior and abnormal accounts. It identifies and eliminates unethical accounts and robot accounts through user behavior modeling and big data analysis. This will help players to eliminate unfair competition, malicious algorithm programs, robot cheating and other behaviors.

3.2 Chain Structure

The NonRake Chain platform bottom will work with both the NonRake Main Chain and multiple NonRake Side Chains to ensure efficiency and transparency. The Main Chain and the Side Chains are all public chains.



Schematic Diagram of Multi-chain Architecture



The transaction ledger on the public chain is open to the public and subject to user supervision and review. Random numbers and event histories on the size chains are also publicly available, but some unauthorized private information (such as user information and unpublished event results) is protected. For such information, only the owner of the information can consult.

3.3 Consensus Mechanism

The NonRake Main Chain and Size Chains all run the DPOS consensus mechanism. On the one hand, the operating efficiency is ensured. DPOS can reach a consensus faster, while eliminating interference, the result of 51% of node voting is irreversible and binding. The NonRake Size Chain can handle up to 100,000 transactions per second, and support the storage of random numbers and event history. On the other hand, fairness and transparency are promoted. The NonRake Size Chain can perform second-level verification of transactions and provide better security than the existing equity POS in less time.

The NonRake Main Chain/Size Chain consists of multiple nodes. We plan to use 15 super nodes to keep transaction ledger, and the super nodes are voted by all nodes. In the early stage of development, all nodes were created, managed and maintained by the Company. Later, the Company transfers some or all of the node management rights to the leaders of the DAO community, accepts the review/supervision, and at the same time, begins to accept the nodes established by individuals and institutions. We will establish a reward mechanism to encourage more nodes to access to ensure the robustness and healthy growth of the entire chain.



3.4 Public Chain Performance

The maximum throughput of the public chain based on the DPOS consensus can reach 100,000 transactions per second.

On the NonRake platform, the Main Chain is only used to record players' token transactions. In addition to the transfer, the user will only generate the transaction record when the game is settled. The Main Chain based on the DPOS consensus mechanism can satisfy the demand for data chaining under the non-malicious attack. Besides, we will prevent abnormal situations such as malicious attacks by establishing firewalls and other means.

The NonRake Size Chain is used to record random numbers and event history. As the number of games added to the NonRake platform increases, the amount of data that needs to be recorded per second will increase. Moreover, there is no theoretical upper limit on the amount of data, and a single size chain will not be able to meet the need of huge data volume. Therefore, we will meet this need by increasing the number of size chains. When the current size chain data record per second is close to the upper limit, the NonRake platform will create a new size chain, and the new size chain will record the random number and hand history of the newly added games subsequently. When a game exits the NonRake platform, the idle data recording bandwidth will be allocated to the subsequent newly added DAPP.



3.5 Anti-cheating

In a variety of game-based quizzes or card games based on centralization, cheating by internal technicians has always been an unsolvable problem. We draw on the characteristics of the blockchain being open, transparent and tamper-proofing to solve this historical problem.


3.5.1 Full Source Code Disclosure

After it is launched, the NonRake platform accepts various quizzes, prediction, chess or gaming games created and published by any individual or organization based on the NonRake platform specifications, and we will ensure that the module on the game side has no backdoor code by asking for source code disclosure.

All codes on the NonRake platform is publicly available and reviewed, to prevent platform personnel from cheating by adding backdoor codes. The client codes of all games that need to run on this platform must also be fully disclosed to avoid the game operator's technicians adding backdoor codes.

The NonRake DAO community provides an open and transparent compilation environment. After being compiled by such a compilation environment, the game client will generate hash values for all generated execution modules and store them on the blockchain. The NonRake community provides tools for players to check that the game modules running on their terminals are not embedded in backdoor codes.

The NonRake community also maintains a series of trusted download nodes and recommends that players download and install game clients from trusted nodes.



In the past online gaming applications, operators have spent huge advertising fees promoting the fairness of their games, but players are still in doubt. On the NonRake platform, as the source codes of the application are fully disclosed, even if the operator wants to embed backdoor codes in DAPP, its behavior will be exposed by the community members' impeach, which makes cheat impossible. This not only satisfies players' pursuit

of fairness, but more importantly, enables the operators to prove their fairness in a more simple and economical manner.

3.5.2 Random Number Generation on Nodes

For games based on centralization, the random number generation runs on the server side of the game operators, and the internal staff of the game operators can easily peek into the information of the process of generating the random number, causing the player to be in an unfair position during the game.

On the NonRake platform, the random number generation runs on the blockchain node, and each event selects a trusted node to generate a random number through the consensus algorithm. In the process of transmitting information between the node and the game player, the player's public key is used for encryption, and the private key for decryption, to avoid interception or tampering of information.

Random number generation and event recording on the node, coupled with random node selection, ensure that no one can cheat in the process and result of event transmission, and that event information cannot be obtained, thus achieving fairness of the application on the public chain.



3.5.3 Random numbers cannot be tampered with

The generation of event random numbers is the core module of all online gaming applications, such as the random shuffling of Texas Poker, Fight Landlord, Baccarat, BlackJack and Mahjong, lottery winning number generation, and result generation of dice game and Roulette. Being truly random and able to prove the true randomness is one of the technical support provided by the NonRake Chain platform for DAPP on the chain.

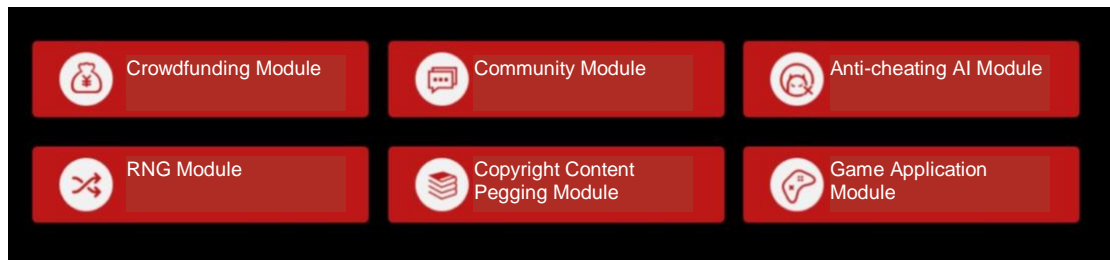
In the NonRake public chain application, the random number of shuffling of each set of cards and all licensing history are recorded on the size chain and are available for players to review. If the player has any doubts about the licensing process, he or she can replay and verify the suspected points based on the logic generated by the random number.

As the licensing history cannot be tampered with, and anyone can replay the whole process, the game operator will neither be able nor dare to influence the game by other means.

3.6 Building open platforms by applying five business APIs

NonRake Chain Open Platform is a complete set of convenient and easy payment settlement and application development interface protocols for gaming companies and other game development teams, which is built by taking NON token as media, utilizing blockchain technology, combining applications and business scenarios of online gaming platforms, and on the basis of smart contract and token system. NonRakeChain Platform provides a rich collection of smart contract templates, and NonRake Chain Platform-based applications development does not require seeking professional developers to write smart contracts, helping lower the access threshold.

Nonrake Chain Platform provides application APIs based on such fundamental services as crowd funding/ copyright content pegging/ random number generation/ community/ anti-cheating, etc.

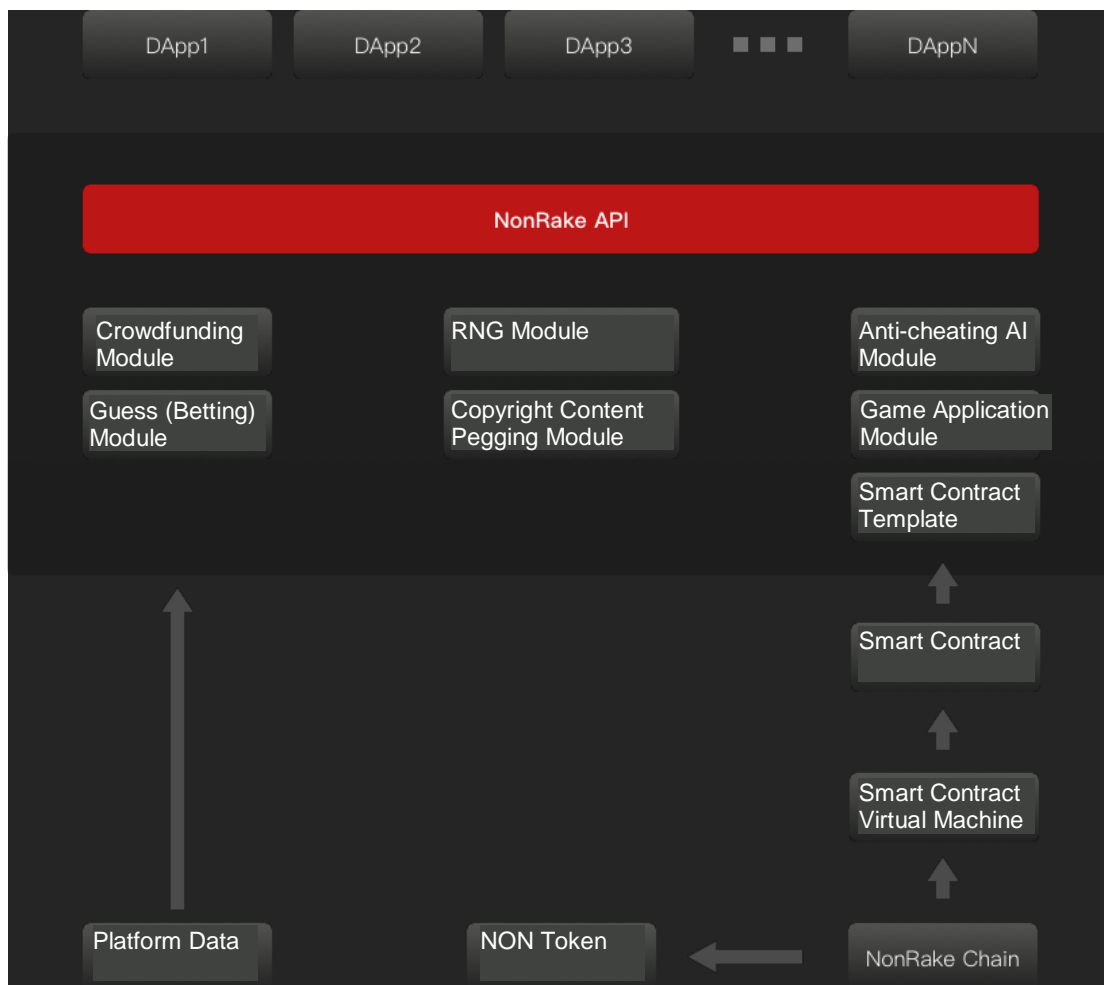


Building the App requires only a simple API call package, without the need to write complex logic code, making it easy to build the App even without the knowledge of programming techniques.



Schematic Diagram of Publishing an App Based on the NonRake Chain Platform

Development teams may develop and publish their own applications at NonRake Chain Platform, and take advantage of social relationships to rapidly acquire users; meanwhile, the platform will fully share current user resources, help new applications commercial business value, and reap substantial benefits by contributing applications to DAO community.



Schematic Diagram of the NonRake Chain Platform Architecture

The Nonrake Chain platform will assist developers to use NonRake Chain conveniently in developing applications by providing APIs of core applications. Newly added applications directly use NON tokens, without releasing new ones. As more and more applications are involved in the NonRakeChain platform, the value of NON token will get rapid enhancement.



3.7 Wallet

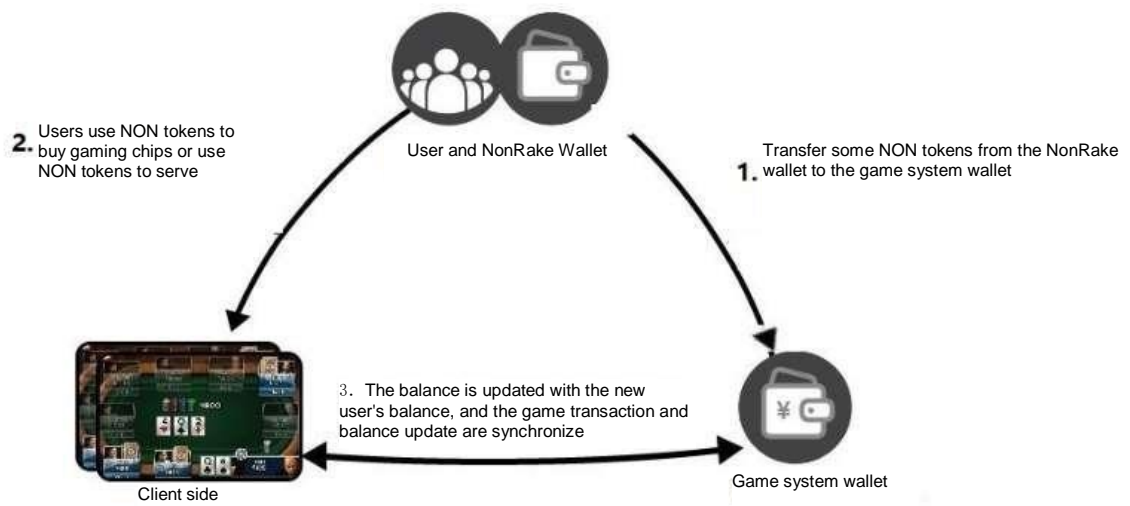
In addition to supporting NON digital currency, the NonRake wallet also supports storage of digital currencies such as BTC and ETH. We will support more mainstream digital currencies in the future.

In the NonRake wallet, players can safely and quickly change BTC and ETH to NON, making it easy for them to participate in various gamings using NON. Similarly, they can easily change NON to BTC and ETH.

Each game manufacturer on the NonRake platform will bind a separate NonRake wallet address, which is called the system wallet address of the game. Before starting the game, the player transfers NON to the system wallet of the game to participate in the game. After the game is over, the NON currency will be automatically transferred back to the player's own NonRake wallet.

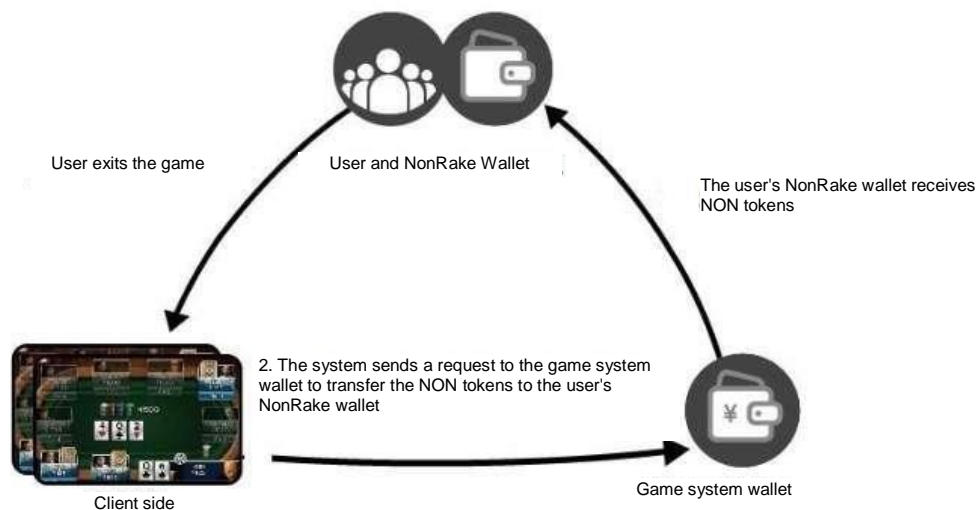
User Recharge

We provide a convenient way for users to quickly recharge and participate in the game:



User Withdrawal

Quick Withdrawal After the User Gains Profits in the Game:



3.8 Economic System of the Public Chain

DAO distributed self-organizing community

- The DAO community is composed of code contributors, major partners and core users;
- The DAO community awards a token to code contributors, public chain promoters and witnesses (the witnesses are selected once every 100 blocks randomly);
- DAO community vote: Principle: Supporters - Opponents \geq 30%;
- Economic system of the DAO community: Each time 20% of the cost (gas) of each smart contract is called and automatically transferred to the DAO community.

DPOS Super Nodes

- NonRake Chain has 15 DPOS super nodes, each of which requires at least 10 million NONs to be eligible for selection as a super node;

There is no difference in voting rights between super nodes;

- The DAO community will account for no less than 15% of DPOS super nodes;
- The profit mode of the DPOS super nodes: Each time 80% of the cost (gas) of each smart contract is called and automatically transferred to the super node.



3.9 Self-improvement of the Platform

Our goal is to create a completely fair and transparent game platform where no one can cheat and peek at the game process. The realization of this goal requires constant participation in the construction and improvement of the platform, such as fixing bugs, improving performance and adding new features.

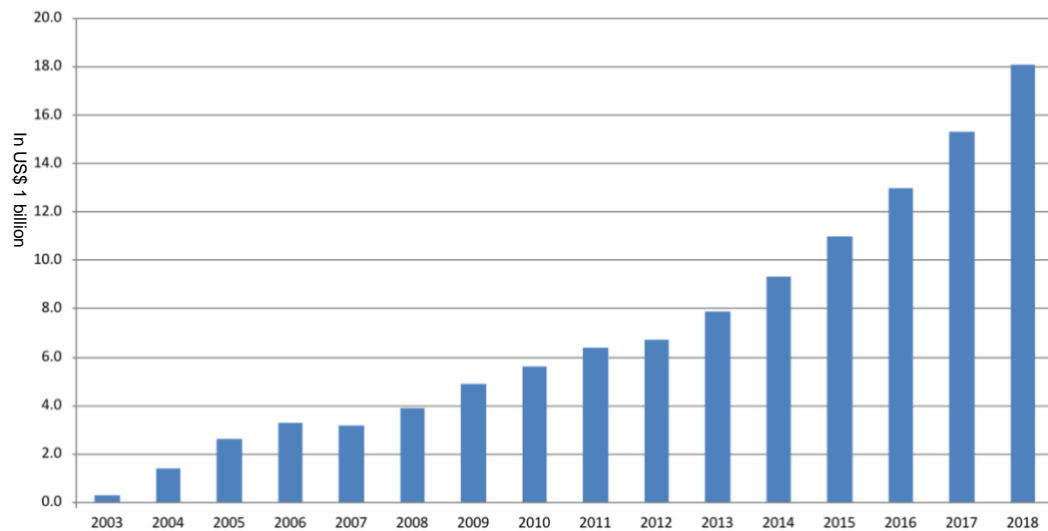
By establishing a reasonable community reward mechanism, we encourage more people to participate in the construction of the platform, and also give reasonable rewards to those who contribute to the platform.

4. Introduction to the First Landing Application (DAPP)

4.1 Overview of Texas Poker Industry


In terms of industrial pattern, online Texas Poker is an industry worth US\$20 billion a year, involving not only professional players, but also event organizers, game sites, television and web production companies, as well as brokerage firms and sponsors. However, the rapidly developing Texas Poker industry also has a lot of scandals. The condition of loss of player's money occurs in Lock Poker, Ultimate Bet and Full Tilt Poker. Lack of Trust Equity Mechanism has become the constraint of Texas Poker's rapid development. It is urgent to reform the top level design of Texas Poker games by changing the rules of the top-level games through the bottom-level technology revolution.

The online Texas Poker market will reach US\$ 20 billion by 2020 based on data analysis



The three major pain points of poker industry on platform settlement are high-risk, slow, and expensive, that mean the unsafe storage of funds, slow settlement and high cost of service charge;

At present, most Texas Poker players play games on central game platforms, while central poker platforms have the following weakness: such as, low security of fund storage and slow progress of the complicated settlement process. The payment is restricted to the settlement procedure of the central platform and the payment schedule of the banking institutions. It is difficult to trade across the border, and even players have to wait 15 days to 1 month before they can get the payment. At the same time, they pay 7% to 12% of the fee to the third party agent to speed up the transaction. **Top Level Design Without Fair Trust: licensing manipulation, legal and integrity issues in the Council Model**



Whether the card issue is completely random, or is it controlled by the system? This is a problem of the central poker platform that has been complained mostly. The game platform lacks the construction of a top level fairness and trust mechanism, which leads to distrust between the player and the online poker platform. For example, when Absolute Poker exploded the scandal, the panic of players on the fairness of the game online poker platform reached its top.

At the same time, with the increasing popularity of the mobile Internet, the Contract Model has become the trend of the player circle. As for the game of this model, a head may generally convened a group of friends to join in the game. Although it meets the social needs, its frequent and high cash flow would become an important evidence of gambling, so it has high legal risk. At the same time, the integrity of the game head is not guaranteed, and the head might fraud, grab the money and run away, so the profits of players are lack of guarantee. The Contract Model has been the warm-bed of gang charged with fraud. The single and old profit model: the cash flow of the potential player is difficult to meet the rapid growth demand, and the ordinary player is difficult to participate in the top competition

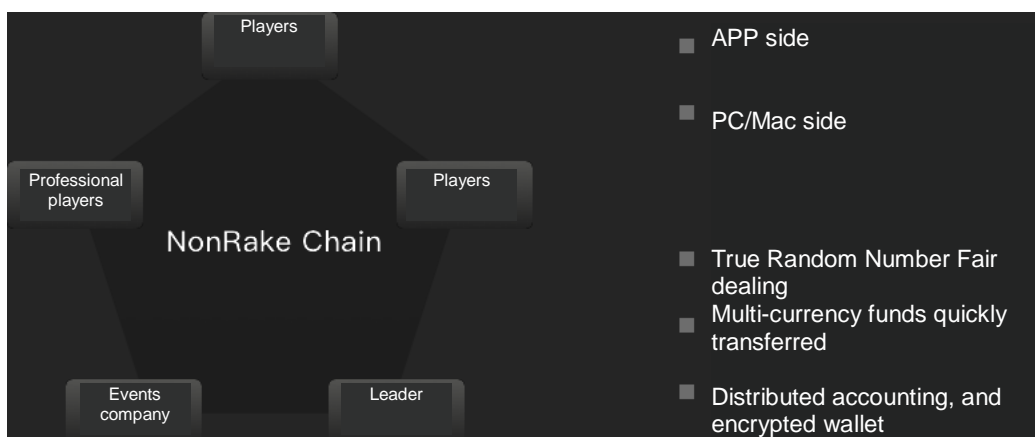
With the scale expansion and regularization of the world's top events such as WSOP, WPT and Super High Roller Bowl , there are professional players and potential players who are determined to become professional players in the industry. However, from the current market capacity, the cash flow of a large number of professional players is difficult to support their participation in the top events. And ordinary players can only watch live video to participate in international top events, rather than in depth participation. From the perspective of the industry profit model, the in-depth participation of the organizers, investors, professional players, spectators and other parties can mobilize the enthusiasm of all parties and promote the establishment of a diversified profit model in the industry so as to fundamentally enhance the Texas Poker's competitiveness and entertainment.

4.2 Game Application Module



(Being developed, schematic diagram)

NonRake Chain Game Platform Reserves Online Games Players use NON Token based on block chain technology to play the game, and link up global poker players instantly without the need of money/currency or currency/game currency exchange. Smart contracts make players do not need to worry about their asset safety. The platform also provides instant secure transfer services with low handling costs. More importantly, all cash tables in the platform do not pump money from the bottom pool.





4.3 Anti-Cheating AI Competitive Plans and Initiatives

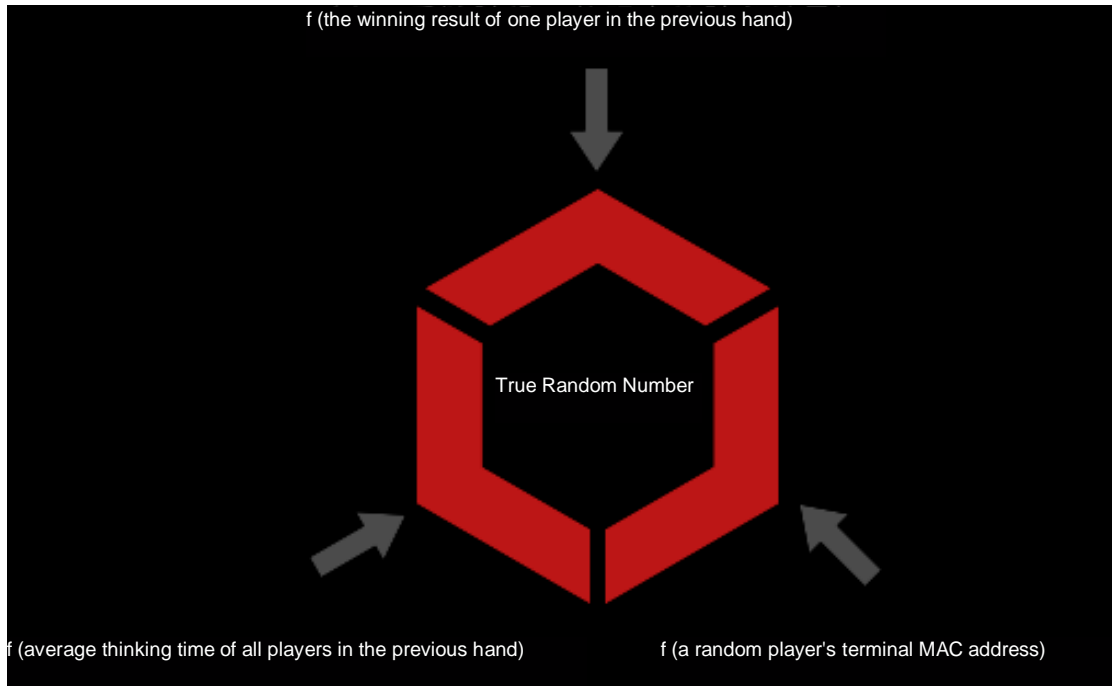
In addition to the anti-cheating technologies provided by the NonRake platform, we use the following techniques to ensure fair play, eliminate cheating/robot accounts and so on.

Player Behavior Analysis - whether the player is a robot can be analyzed according to the platform player online time, mouse movement track during playing (APP end, interval time and scope of clicking on screen time) and so on. At the same time, a robot self learning model is built so as to constantly improve the ability of discovering whether it is robot playing cards.

Verification Code-Once suspicious players are found, the method of imputing verification is used to identify whether it is the robot playing cards.

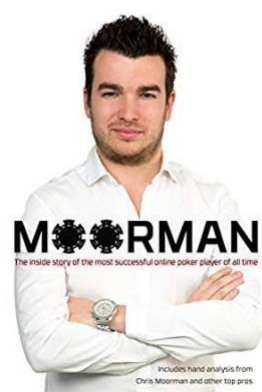
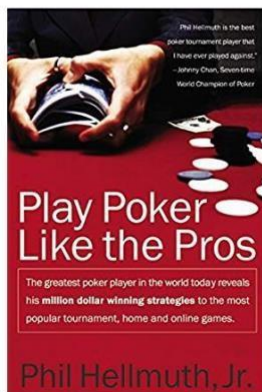
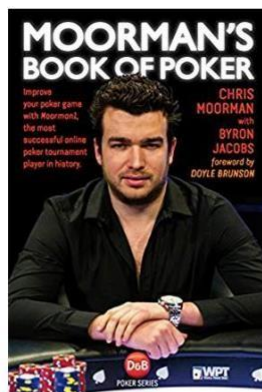
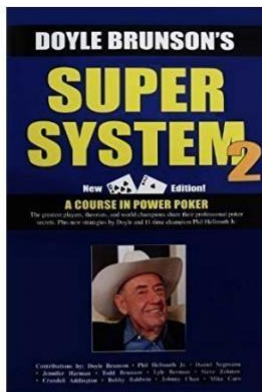
Random Number Generator (RNG)

- 1.RNG-1: each of the players randomly selected a number in the 48-bit MAC address of their mobile phone terminals, that forms the RNG-1 of the next hand. That means allowing each player to shuffle before licensing, and each player's shuffle will affect the licensing results.
2. RNG-2: RNG-2 is composed of the average thinking time of all players in the previous hand.
3. Rng-3: any player is randomly selected from the previous hand, and it is defined as $RNG-3=0$, or $RNG-3=1$ according to the results.
4. $RNG=f(RNG-1, RNG-2 \text{ and } RNG-3)$ RNG consists of three unrelated parameters: MAC address, time and result, so that the trueness and random of the licensing results are guaranteed.



Schematic diagram of random number generator

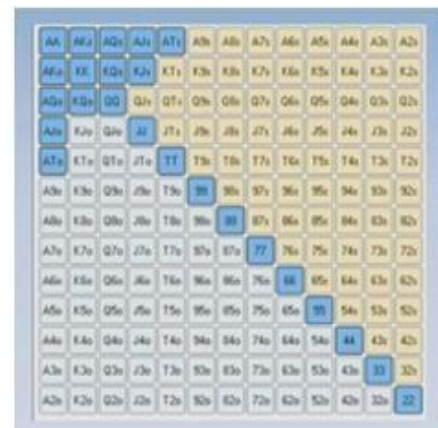
4.4 Copyright Traceability and Profit Distribution



The worldwide popularity of Texas Poker has also created a profession: Professional Texas Poker Coach. Just like professional tennis, any professional poker player must be guided by a number of professional coaches on his way to success. The development of the Internet makes it easier for Texas poker coaches to guide players across regions, teach via video courses, live broadcasts, books, and so on.

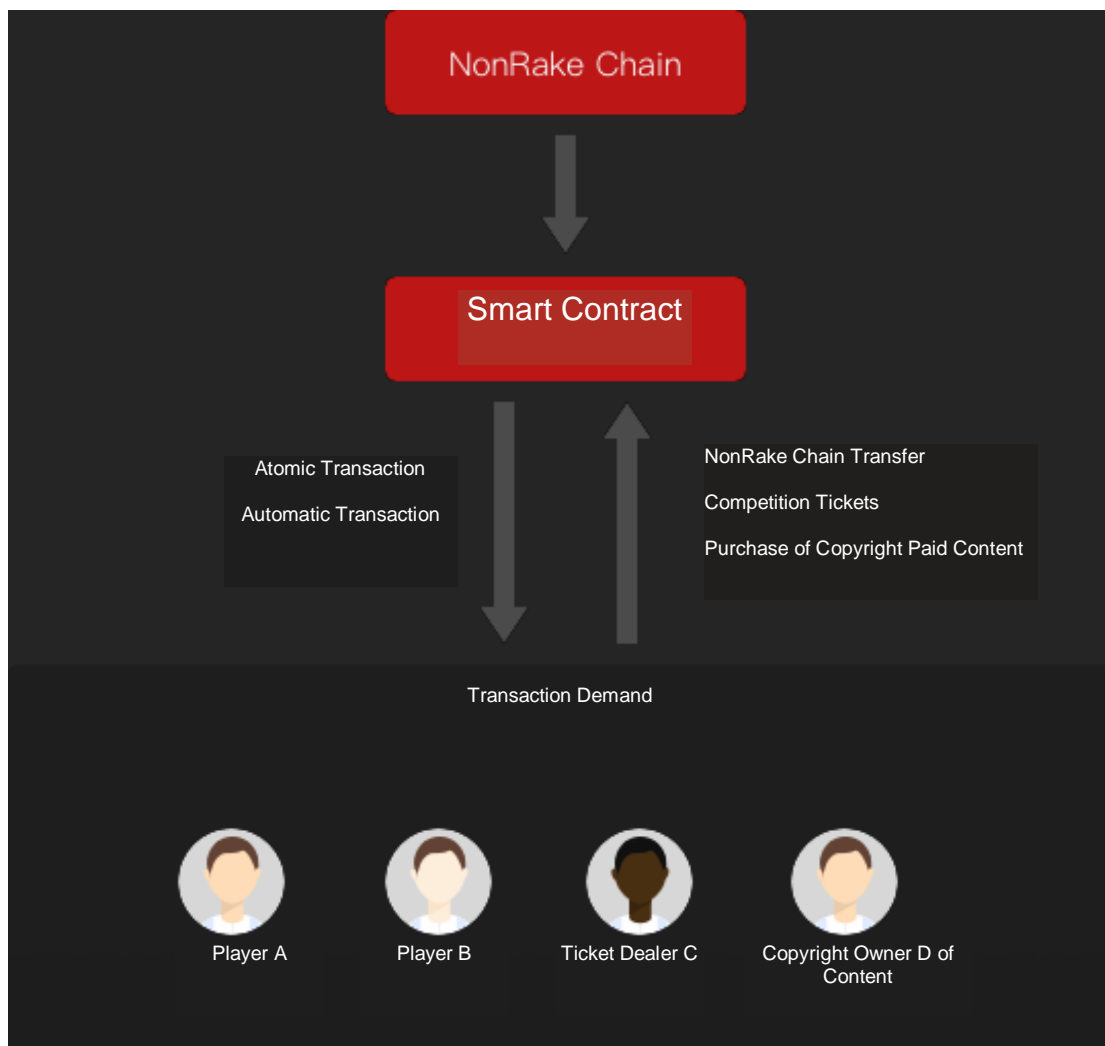
But piracy behaviors seriously affect their income and enthusiasm. Block chain data disclosure, non-tampering and timestamp features and other features provide an effective solution for the copyright traceability of the original contents.

The training content of Texas poker coaches and professional players obtain a unique digital signature through publicity, so the copyright ownership is guaranteed. Smart contract can automatically transfer paid content to copyright owner and channel party according to the settle proportion. At the same time, in order to protect the content from tampering, Javascript script is built in the file provided by the content provider. The script runs in a restricted execution environment and verifies that it has not been tampered with by the CDN node. And the platform that presents the verification content has copyright protection measures such as HDCP.



The content provider publishes a file only by encrypting the hash value of the file with the private key and publishing it with the file. If the receiver decrypts the correct hash value with the public key, it is proved that the file is published by the publisher, because:

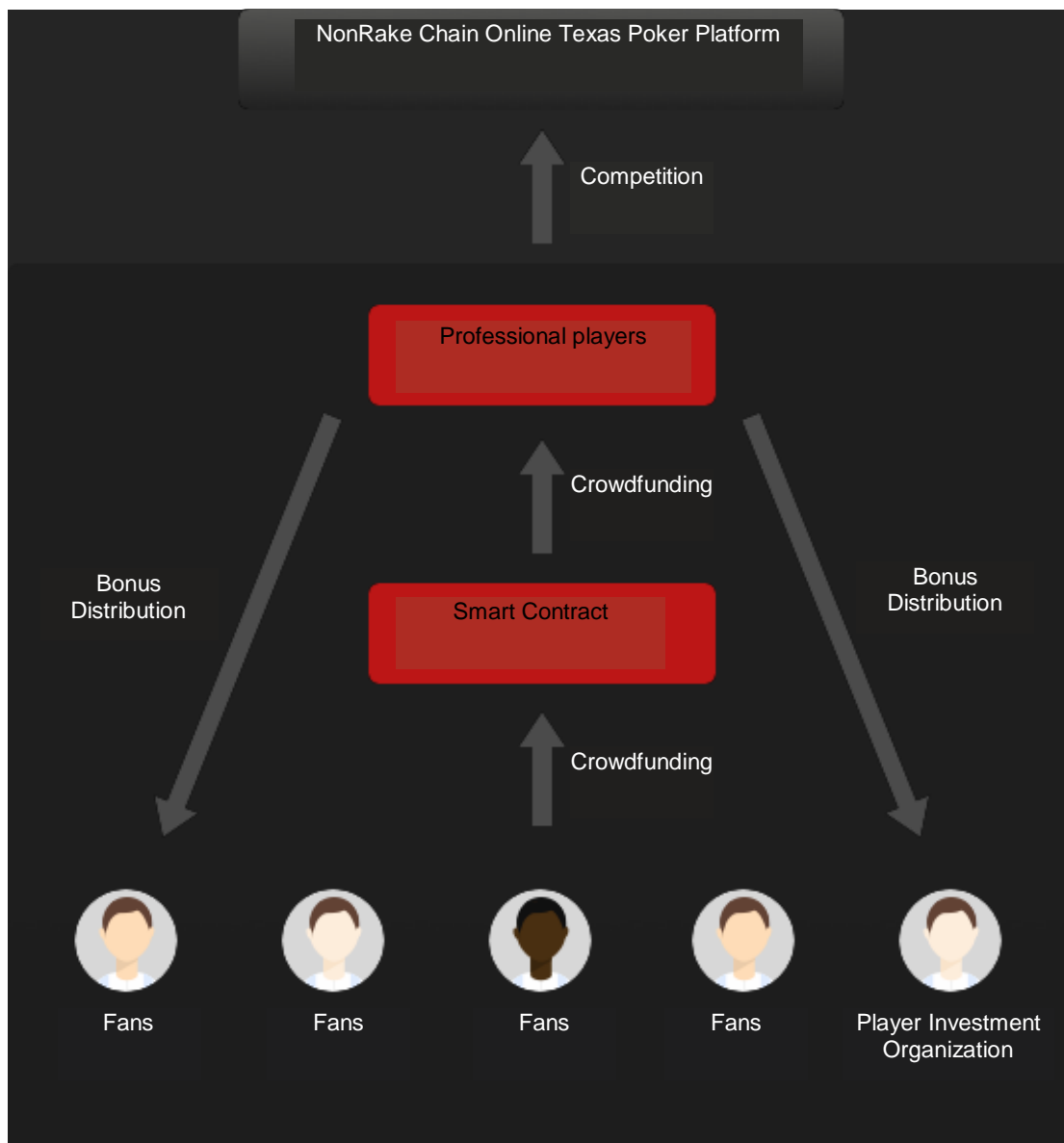
- (1) Once the file changes, the hash value will change;
- (2) Only the publisher himself has the private key. This hash value encrypted by the private key is called a digital signature.



4.5. Star Poker Player Crowdfunding

Professional players are the head resources of the entire Texas Poker industry, that are similar to football superstars. But in addition to regular large bonuses, many players are on the verge of bankruptcy due to poor management of their own funds. The blockchain-based smart contract technology and circle-wide crowdfunding will solve this problem for players.

Players and fans can invest in professional players in encrypted currency through smart contracts, and participate in the bonus income of professional players. Professional players can also balance fluctuations through crowdfunding to improve their fund management system.



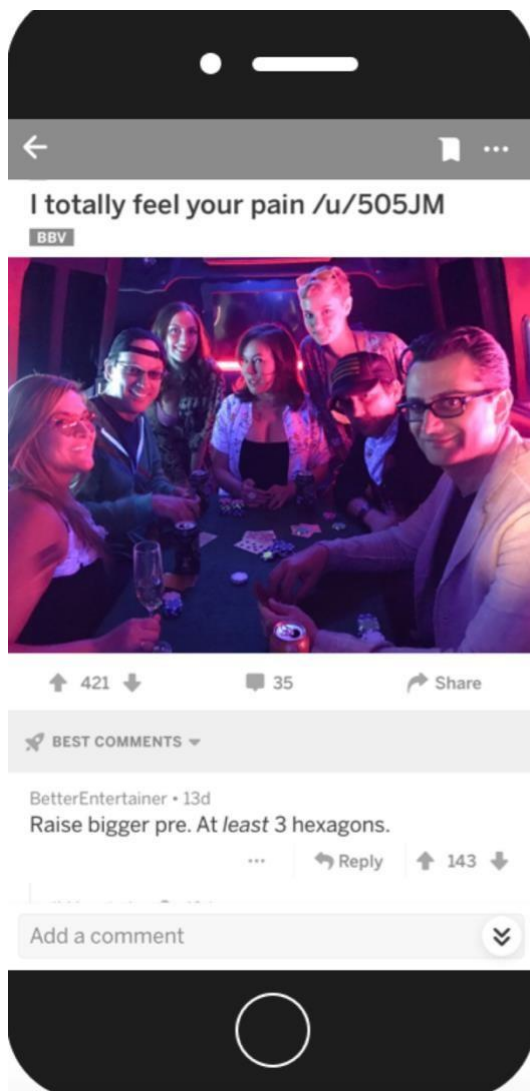
4.6 Social and Fan Economics

NonRake Chain will provide fans and players with a wide range of options to bring their interaction with favorite star players to a new level. Fans will have the opportunity to exchange NON Token for exclusive discount events for star players or for general online communication with star players.

For star poker players: they can increase the audience and audience participation, and gain more ways to make money.

For fan players: They can contact and communicate with favorite star players, as well as learn from star players, at the same time satisfy their desire to be heard.

Star Poker Player's Exclusive Offer. Token holders can get exclusive offers and real-time activities such as real-time online training, tournament tickets, meetings and so on by spending Token.



Case Study: Tom Dwan had a video chat with ten thousands of fans from all over the world, and each of the fans payed him US\$ 5 for admission (in the form of Token).

4.7 Application of Token in DAPP:

Players

- Interacting with professional players about the knowledge content (instructional videos, questions and answers, books) (through comment, likes, sharing, etc.) to get NON Tokens.
- Get NON Token through the professional game score and cash game profit.
- Using platform applications, purchasing tickets, or participating in cash games etc. need to pay the NON Token.

Professional Players / Professional Texas Poker Training Institutions

- Contribute content to obtain NON Token, the higher the quality, the more Certificates to be gotten.
- Get a specific reward in the application through the application, and converted it into NON Token (live broadcast reward).
- Promoting their own content, using platform applications, purchasing tickets, or participating in cash games etc. need to pay the NON Token.

Tournament company / bureau head

- The more the players participate in their own games or making more games, the more NON Tokens they get.
- Get NON Tokens by recommending professional players and participate in promoting the content of professional players.
- Promoting or publishing your own competition should pay NON Tokens.

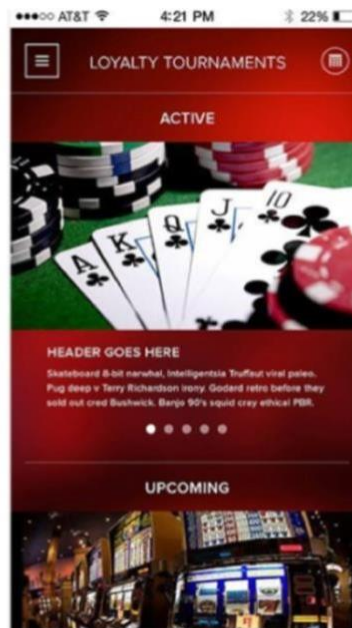
Advertisers

- Specifying and issuing business tasks should pay NON Tokens.

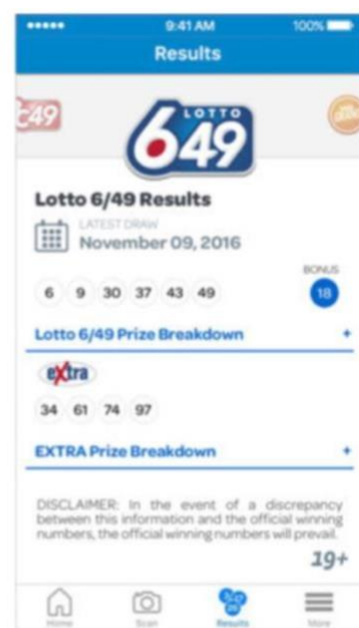
4.8 Other DAPP (Sports betting, Casino Games, Lottery)



Sports Betting



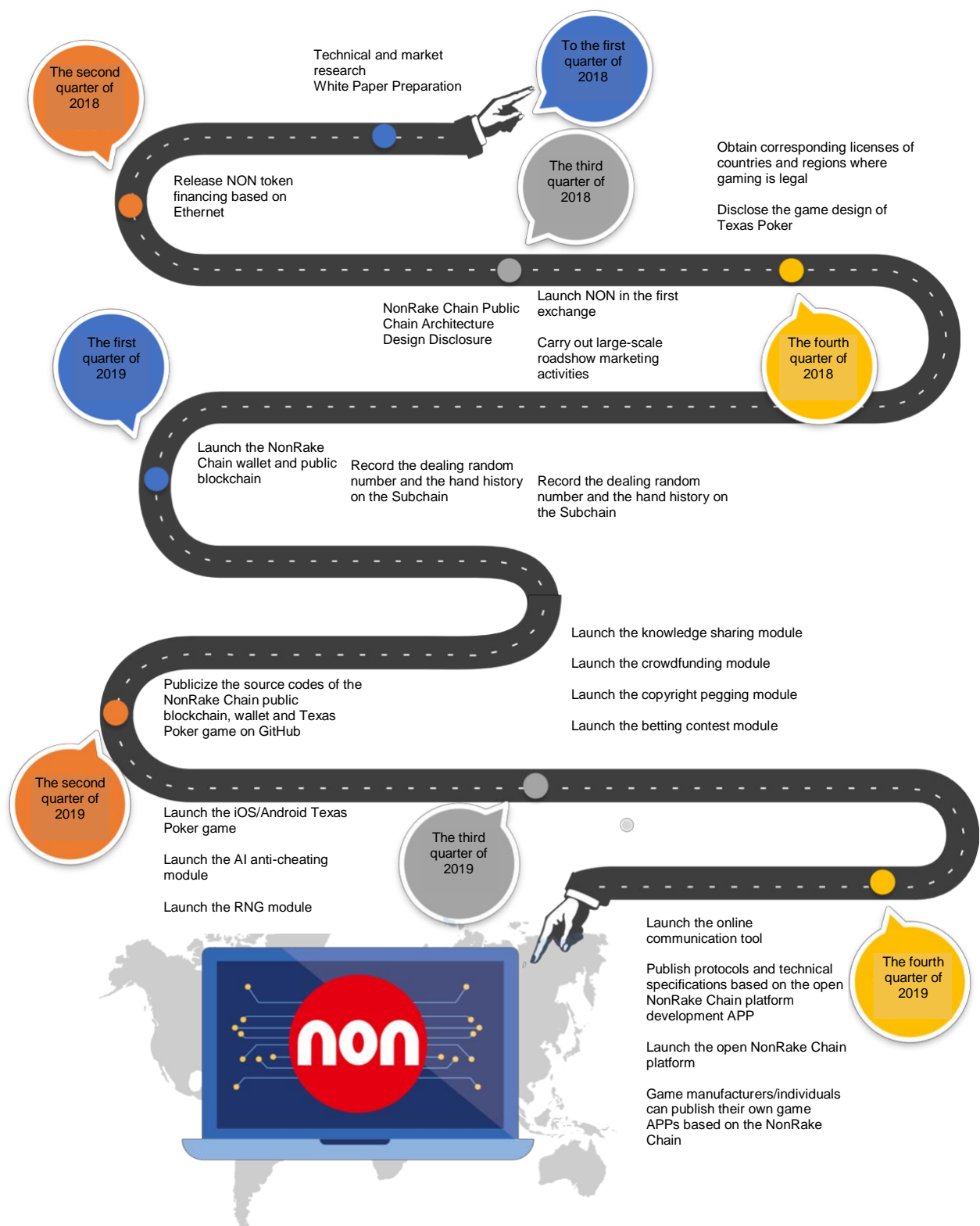
Casino Games



Lottery

In the NonRake ecosystem, operators can develop and operate the above gaming game DAPP in the NonRake Chain decentralized platform, so that players through the NON Token can join in the online gaming game safely and conveniently.

5. Roadmap






6. Generation and acquisition of NON Token

NON Token: can be acquired through foundation raising, injected into the Exchange non community, and directly purchased by participants in the DAD Community.

6.1 Generation of NON Tokens

As an independent agency, NON Token is mainly responsible for:

- Supporting the technical development of the NonRake Chain public chain, as well as developing and selecting key ecological partners.
- The Foundation is responsible for member development, incentives, participation rules, legal affairs and compliance supervision.
- Be responsible for the construction of NonRake Chain public chain, defining regulatory rules, research goals and development goals.
- Be responsible for the design of smart contracts, allowing developers to submit amendments to the actual situation. Foundation is responsible for establishing a fair and reasonable evaluation mechanism and reviewing the corresponding modifications.



```
pragma solidity ^0.4.11;

contract NonRakeToken {

    using SafeMath for uint256;

    // ERC20 constants

    string constant public standard = "ERC20";
    string public constant name = "NON Token";
    string public constant symbol = "NON";
    uint public constant decimals = 2;
```

6.2 Acquisition of NON Token

1. Take part in public sale.
2. Buy the Token on an encrypted currency exchange.
3. Earn Token by taking action in the ecology, accomplishing tasks or making contributions. Participant contribution $M1 = (\text{interaction factor} * \text{interactive} + \text{sharing factor} * \text{sharing amount} + \text{UGC factor} * \text{UGC quantity} * \text{UGC mass} + \text{content factor} * \text{content quality} + \text{application factor} * \text{used quality of the application factor.}) * (\text{game time} / 24 \text{ hours})$ --defined by specific applicant for the day's circulation Qt .
The amount of coins got by participants $= M1 / (M1 + M2 + \dots + Mn) * Qt$.



7. Distribution of Tokens

NON Tokens(a practical token compatible with Ethernet ERC-20 standard) will promote the participants' participation on the platform and act as a form of access authority and internal currency of the platform in the early stage. After the public chain goes online, the original ERC-20 token is replaced by the token of NonRake Chain public blockchain.

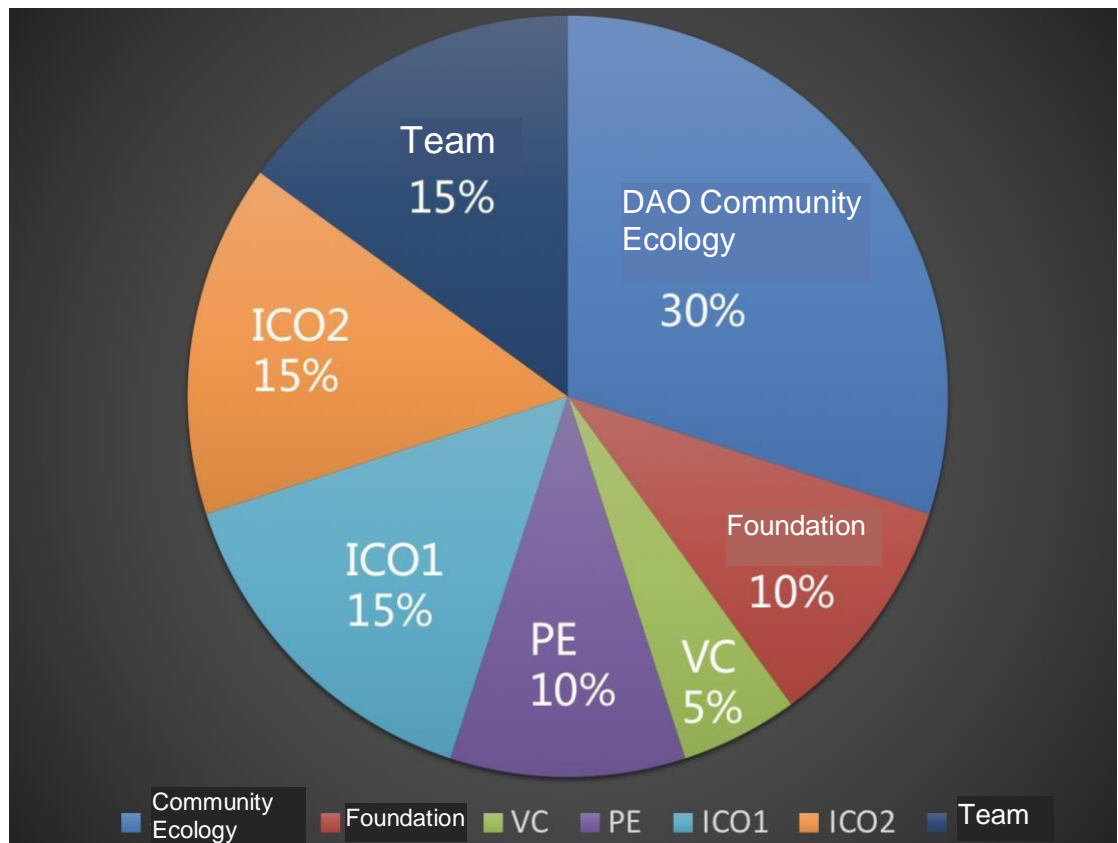
Platform participants can obtain NON Tokens through the following three ways:

1. Take part in mass sale.
2. Buy Tokens on an encrypted currency exchange.
3. Earn Token by taking actions and accomplishing tasks in the platform.

7.1 Distribution of Tokens

Establish a token distribution formula to ensure a sound distribution to the following parties:

- ☐ Investors of the public sale;
- ☐ Teams and consulars of NonRake Chain provide long-term incentives;
- ☐ NonRake Chain Foundation manage and support the development
- ☐ DAO autonomous community and network growth activities requires the achievement of financial and operational objectives.




The final number of tokens depends on the actual number of NON Tokens sold during the public sale. There will be no difference between the maximum number of generated tokens and the number of tokens actually allocated.

Tokens that have been assigned to teams and consultants cannot be traded immediately. This enables the benefit of the team to meet the company's long-term technical and business objectives.

7.2 Token Disclaimer

What is a NON Token



NON Token is a software with encryption elements sold as a utility for the NonRake Chain platform.

NON Tokens only have functional utility on the NonRake Chain Platform. And the generation of tokens constraints on the need for internal economic development, that will create a transparent and fair relationship in the NonRake Chain DAO community.


The specific purpose of the NON Token is determined by its holder. The number of such purposes may increase over time, including, but not limited to, adding new services and functions that can be used to exchange NON tokens.

NON Tokens are designed for experts to handle encryption certificates and software systems based on block chain.

The Use of Non Tokens

The method to use and interact with the NonRake Chain Platform. Non Tokens carry the main function of NonRake Chain platform.

Only the NON Token holder can use the whole function of the NonRake Chain platform. We plan to place the NON Tokens on an encrypted exchange to provide a public opportunity to purchase the Tokens to residents of a country or region where the purchase is not in violation of local law. Users seeking access to the NonRake Chain will have to buy NON Tokens on such exchanges. Instead, if the holder wants to exit the NonRake Chain ecosystem, he or she can sell the NON Token on the exchange.



However, legislation in some countries (such as the United States of America, the People's Republic of China, South Korea and Singapore) on securities flows may prohibit the sale of NON Tokens to their residents. When purchasing a NON token, the buyer should understand the restrictions on subsequent sales of the NON Tokens, and therefore must follow our instructions and / or the instructions of the exchange when reselling the NON Tokens to other users.


The expression methods of opinions on NonRake Chain DAO. NonRake Chain platform will provide **NON** Token holders with the opportunity to express their views on the public chain of nonrake chain through the (DCV) mechanism.

These decisions expressed through the DCV mechanism will serve as the NonRake Chain decision-making guide. The agency's management team and executives consistently incorporate NonRake Chain DAO community voting results into decisions.

Settlement methods. NON Token will be used as the settlement method of transactions carried out within the NonRake Chain platform. In particular, NON Token holders can use their NON Token to buy the services and products provided by gaming game operators on the NonRake Chain platform.

What can not a NON Token do

In any jurisdiction region, NON Token can not be used as a security. This white paper does not constitute a prospectus or any type of offer document, and is not intended to constitute an offer for securities or an investment solicitation, and does not in any way involve an initial public offering or an issue / financing of shares, Nor does it in any way involve the issue of securities in any jurisdiction. NON Tokens are not intended to be marketed, offered, sale, purchased, or transaction in any jurisdiction prohibited by applicable law or in any relevant government department requiring further registration.




NON Tokens are not the Company's loan. NON Tokens are not debt instruments or bonds of any nature, nor is it any other loan in advance to the company. Whether it is through the issue of the General Certificate or other means to obtain the NON Tokens. NON Tokens shall be granted to the holder of the NON Tokens against the financial or any other assets of the company. Non does not grant the right to participate in the company or its assets.

NON Tokens do not grant the right to participate in the Company or its assets. NON Tokens do not provide the Token Holders with any title or other benefit of the Company. Obtaining NON Tokens does not mean that you can exchange encrypted currency for any form of shares or assets of the Company (including intellectual property). Token Holders are not entitled to any guaranteed form of dividend, income distribution and voting rights.

NON Tokens are not refundable. The company will not for any reason provide tokens holders with refunds related to the NON tokens, and the token holder will not receive money or other compensation in lieu of the refund. There is and will not be any commitment to the future performance or value of NON Tokens, including a commitment to intrinsic value, a commitment to continue payment, and a guarantee of any particular value for NON Tokens.

8. The core team, investors and advisers



NonRake Chain professional players, betting operator consultants team will assist in the development of test products, use valuable experience to help NonRake Chain team optimize the platform and client, At the same time, they will use their extensive influence in the circle to bridge the company, improve the appeal of the company's brand, and increase the value of the brand.

9. Corporate Structure of NonRake Chain

NonRake is a registered commercial company ("the Company" for abbreviation). The company's main purpose is to organize and implement the sale of NON Tokens to arrange financing for the project.

The NonRake Chain platform will be developed and operated mainly by the Company and its affiliates. The company will launch the NonRake Chain and build a community around the NonRake Chain platform.