The following terms will be used during the steps:

1. Players are A, B&C.
2. Their respective strings are S1, S2 and S3.
3. Their respective commitments are H(S1), H(S2) and H(S3).

With this is mind the steps to utilize the contract are:

1. A player deploys the contract and sets a bet value, a fair penalty value and the number of minutes before each round ends.
2. All the players generate random strings and hash them.
3. The hashes are the initial commitments that each player uses while invoking Round1(). The transaction value must match (BetAmount+FairPenalty) to be valid.
   1. When the contract is deployed, the expiration date is set to 24 hours after the moment. If a player fails to make a commitment in this time, anyone can invoke Timeout() and all the money will be returned to the players who did make commitments.
4. Once all three players have made initial commitments, each player can then send in their original string to be hashed and compared to their original commitments.
   1. Same as in 3(a), the expiration time is again set to the moment 24 hours after the last player sends their commitment. Timeout() in this case will refund the players who have verified their commitments and will also equally split the cheater’s money between them.
5. Anyone can invoke Reveal() once all three players have verified their commitments. The winner is calculated and all the bet amount is sent to the winner along with their own fair play penalty. The fair play penalty money is returned to the other two players and the lottery ends.