

Spinx Roadmap (Oct 2025 – Sep 2026)

Phase 1 – Core Launch

- **October 2025 → Coin Flip Launch**
 - First PvP game on Spinx.
 - Two players stake SPX tokens, winner determined 100% by VRF.
 - No advantage for the creator; fair 50/50 odds.
 - Protocol fee: 0.005 SOL per transaction.
 - **October 2025 → Slots Launch**
 - PvP jackpot vault system.
 - Jackpot creators stake SPX into a vault; spin price = $(\text{Vault Stake} \div 10)$.
 - **Player Return Rate (PTR): 93%.**
 - **Creators' Expected Return: ~7%** (though short-term variance is possible if VRF hits).
 - All results powered by ORAO VRF.
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Phase 2 – Expanding PvP Games

- **November 2025 → Dice PvP**
 - Players bet against a creator's dice vault.
 - **PTR: 93% | Creator Edge: ~7%.**
 - Outcomes decided on-chain via VRF.
 - **December 2025 → Roulette PvP**
 - Decentralized VRF-powered roulette.
 - Players vs. a creator's vault.
 - **PTR: 93% | Creator Edge: ~7%.**
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Phase 3 – Ecosystem Growth

- **January 2026 → Leaderboards & Player Stats**
 - Global stats for wins, losses, biggest jackpots, and challenge volume.
 - Community transparency features.

- **March 2026 → Referral System**

- Players invite others with referral codes.
 - Earn a share of protocol transaction fees from referred users.
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- **May 2026 → Full Audit & Immutability**

- External audits of all deployed smart contracts.
 - Upgrade authority revoked → programs become immutable.
 - Full trustless decentralization.
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✓ By May 2026, Spinx will be:

- Running **multiple PvP games** (Coin Flip, Slots, Dice, Roulette).
- Supporting **jackpot vault creators** with predictable long-term edge (7% vs. 93% PTR).
- Fully transparent, VRF-verified, and **open-source**.