WIN IOTA

CASINO & SPORTS BETTING

Zero transaction fees
Decentralized
Vast community rewards

White Paper v1.0

CONTENTS

1 EXECUTIVE SUMMARY

Online gambling is very popular in the fast paced digital world today, with the market volume of online gambling forecasted to reach 51.96 billion U.S. dollars in 2018, more than doubling since 2009. People can play in the comfort of their own homes or offices and can replicate much of the gaming excitement found from playing in traditional casinos, but the online gaming industry has many issues that directly/indirectly originate from the basis of trust. These issues can be anything from the algorithm in random number generators to the management of users' balance account. Also, if we take a look at the counterparts such as BitDice and Nitrogen Short which are operating on the Ethereum Blockchain, you will see that heavy traffic takes a toll on their operations and also, the users are handicapped by the transactional fees which may take away the immersion of their gaming excitement.

WINiota is addressing the issue of trust and scalability by implementing the provably fair mechanism to all games, inclusive of our sportsbooks, by facilitating IOTA's tangle, a directed acyclic graph (DAG) for storing transactions in the network. player will be able to "take a look under the hood" at all times; Now users can see everything: transactions, bets, and most importantly, the mechanism of "Provably Fair" which will be explained later on.

Also, WINiota seeks to provide a set of utilities: namely for raffles, gameplay, voting and white labels. To briefly describe, WIT holders are entitled weekly to community rewards chosen by the aforementioned Provably Fair mechanism, in which 50% of profits from WINiota's casino & betting platform are distributed fairly. Please proceed to Section 5 of the whitepaper for further elaboration of WIT's utility functions.

1.1 OUR TEAM
Our passionate team has accumulated several decades of experience in the online sports betting and casino business, having overseen millions of sign ups and billions in turnover for the leading 5 gaming companies in the world.

1.2 THE WIT TOKEN
The power behind WINiota is the decentralized Tangle and the WINiota Token (WIT). The latter will be used for several utility privileges within the WINiota eco system.

2 PROBLEMS OF ONLINE GAMBLING

Online gambling platforms today are plagued with controversial issues: The opaque mechanism and inefficient transaction procedures. Most importantly, there is simply no way of knowing what is happening inside the casino's servers and how the mechanisms are programmed. There is often an air of mistrust and most people have the impression that online gambling is rigged to disfavour the players unethically. In this scenario, players need to rely on trusting the casino, However, like any other business, online gambling has a business model in place designed to ensure its profitability, so 'trusting the casino' to act in your favour is not the most ideal approach.

Most online gambling operators have set forth their own rules concerning payments, including deposit and withdrawal limits, verification procedures, accepted currencies, fees, and processing time-frames. Withdrawal are often charged to players at an exorbitant rate and they are often a tedious procedure. Collecting what you have earned while betting online should be just as simple as depositing but unfortunately, the process is not as instantaneous. To submit a withdrawal request, players need to select a withdrawal method they intend to use, input their banking details and confirm the amount they want to cash out. The withdrawals will take some time as the casino needs to verify the request in order to ensure the player is indeed eligible for a cash-out. Overall, the gambling experience is tedious as the general idea of these barriers to withdrawal is to keep players in the gambling so as to profit the operators further. Often, players return during the wait time to gamble further, and this is in favour of the operators due to the idea of house edge.

These unfriendly features associated with the withdrawal procedures will be largely mitigated by the beauty of Tangle network. Simply put, there will be no hot wallet on our platform as Tangle allows the establishment of a flash channel that facilitates the flow of stakes (this will be further elaborated in the section below). Gambling with WINiota cannot be anymore efficient and we owe it all to the beauty of IOTA's Tangle network.

Moving on, let us introduce the concept of house edge: the odds advantage in its favor which represents the average gross profit the casino can reliably expect to make from each game. On the games with the lowest house edge, the smallest advantage, a casino might only be generating about a 1 to 2% profit. On other games, it may make profits of up to 15 to 25% or more.

To illustrate, a player bets $10 on red in a game of roulette. In roulette, there exist 18 red numbers out of 38 possible outcome. With this, we can calculate:

Probability of winning (red numbers), P_x = 18/38
Probability of losing (green numbers), P_y = 18/38

With the formula of Expected Value (EV) = (winning)(P_x) + (Loss)(P_y);

EV = (10)(18/38) + (-10)(20/38)
EV = -5.26%

Therefore, the house edge is 5.26%. This means that for each $10 a player bets, $0.56 will be expect to be given to the house. This is the business model of a casino.

With the theory of house edge introduced, let us highlight the issue of transparency. House edge is considerably fair in general; casinos are business and business are run with the idea to profit in return of a service, which in this case is to provide entertainment to our players. However, on certain occasion, it is possible for house edge to be rigged to favour the odds of the house even further, especially if the gambling mechanism is digitalised. The pills in digital roulette do not obey the law of physics, rather, they behave as told by the strings of code driving them around the pixelated roulette. We cannot rule out the possibility of rigged odds until we can fully see the mechanism behind the calculation of outcomes in online gambling games.

When the integrity of the mechanism is doubtful, the ethics of casino operators are deemed questionable and we do not condone any of such behaviours in our business model. This is why we seek to integrate blockchain technology into online gambling. There will be no hesitation to 'trust our casino' if players can see every 'cogs and gears' in our system. With this, we shall explain our 'Provably Fair' mechanism extensively in section 6.3.

3 BACKGROUND

The evolution of betting and gambling has been breath-taking, especially throughout the last 20 years. Online services conquered the markets offering sports books, casino gambling, poker, and any possible form of gambling out there in the analogue world. Live betting and gambling on mobile devices have been milestones that have attracted gamblers from all over the world.

At this moment, the digital world is experiencing a dramatic evolution away from centralized services onto the new technology of decentralized blockchains. Millions of people around the globe are starting to embrace cryptocurrencies based on data, digits and proof of work over national currencies, and the blockchain ideals of decentralization over institutional middlemen.

Given the unfairness, sluggishness and disappointment caused by a lack of change or forward thinking gaming platforms, players and bookmakers are looking for a solution that will disintermediate today's status quo – a decentralized, revolutionary technology upon which to build the next generation platform for gaming and sports betting.

The Iota tangle.

3.1 SIZE OF THE ONLINE GAMBLING MARKET
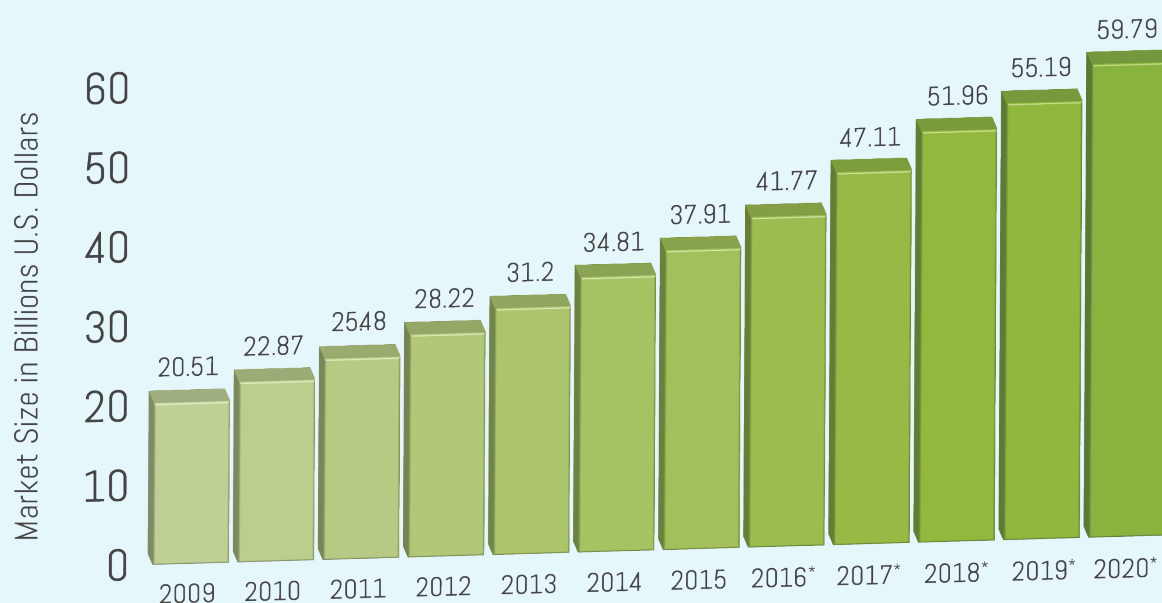
The online gambling industry is one of the fastest growing in the world. The statistic shows the size of the global online gambling market from 2009 to 2017, with forecasted figures from 2018 to 2020. In 2017, the online gaming market had a volume of 47.11 billion USD, this figure was forecasted to increase to 59.79 billion USD in 2020.

3.2 OUR MISSION

Bringing back transparency and value to the gaming community

3.2.1 FIRST MOVER

WINiota provides a completely new online casino & sports betting experience by being the first betting platform to develop a vast array of on-tangle, provably fair games as well as on-tangle sports betting.

In contrast to other developers, we have already created a game which uses Iota Flash Channels and can be played here demo.winiota.com. We are several steps ahead of anyone out there.

3.2.2 SMALL TRANSACTIONS

Besides being able to make large to medium transactions WINiota´s worldwide players will be able to make very small transactions even as low as 5 cents. This means TRUE accessibility to prime gaming & sports betting content for everyone.
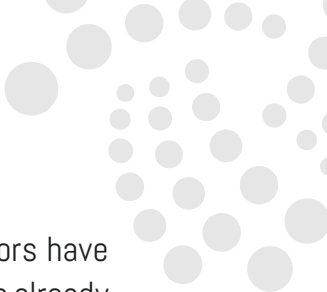
3.2.3 NO HOT WALLET

All funds will always stay in the users wallet and never be kept in a hot wallet on our platform. When the gambler chooses a game to play, he transfers the amount from his light wallet to our platform using an Iota flash channel. This channel will stay open until he ends the game. All winnings will be directly transferred into the users wallet and safely stored on the decentralized tangle.

3.2.4 WINIOTA TOKEN (WIT)

For the fungible purpose of making our offer available to the gambling community on our platform, sharing WIT casino & sports betting profits, and offering white labels, we will release the WINiota Utility Token (WIT). The WIT iwill be using the long awaited official IOTA Qubic solution to be run 100% on the Iota tangle.

In the first stage, WIT will be released based on the ERC-20 token standard. In stage 2 (Q3 2018), WINiota will initiate a 1:1 ratio token swap in order to base all WIT tokens on-tangle with all it's utility functions (one ERC-20 WIT for one on-tangle WIT). The

swap period will be a 2 year time window to ensure that all WIT ERC-20 investors have sufficient time to swap their tokens. Never will there be more tokens created than already in existence before the swap process. This will be verifiable by token holders at any time.

3.2.5 ACCESSIBILITY

To facilitate the need for a single point of sale for players holding cryptocurrencies other than Iota, we are integrating shapeshift.com as a module into our platform facilitating their API. This will enable us to accept cryptocurrencies such as BTC, ETH, BCH, Monero, Dash, LTC, XRP and many more.

We aim to be the gold standard for transparency and THE leading crypto gaming company in terms of GGR (Gaming Gross Revenue).

4 DISTRIBUTED LEDGER TECHNOLOGY

4.1 DISRUPTING THE ESTABLISHMENT

Contracts, transactions, and their records are among the defining structures in our economic, legal, and political systems:
- They protect assets and set organizational boundaries
- They establish and verify identities and chronicle events
- They govern interactions among nations, organizations, communities, and individuals
- They guide managerial and social action

And yet these critical tools and the bureaucracies formed to manage them have not kept up with the economy's digital transformation. They're like a rush-hour gridlock trapping a Formula 1 race car. In a digital world, the way we regulate and maintain administrative control has to change.

The distributed ledger technology (DLT) is solving this problem. Utilizing the decentralized tangle or blockchain technology and their inherent transparency is the way forward for true honesty and fair trade. The tangle allows the decentralized exchange of digital data between its peers featuring an incorruptible ledger recording all transactions. The process is fully transparent at all times, the transactions fully traceable, irreversible and incorruptible.

The network guarantees the validity and authenticity of each transaction and fraudulent activity is discarded promptly. There is no single point of failure as the control of the entire network or transactions isn't down to a single central entity but rather by the entire network. 'Fixing', 'hiding', 'manipulating' or 'profiteering' are impossible within the tangle network. All transactions are fully traceable back to their origins at all times and all network peers have access to that incorruptible ledger.

4.2 THE IOTA TANGLE

Iota started in 2012 and is the first distributed ledger architecture that has no transaction fees and is built for ecosystems such as the Internet of Things or Web 3.0. The Tangle retains some blockchain features as a distributed ledger with secure transactions, however it does not work with blocks or regular block times but rather the Tangle performs asynchronous settlement by utilizing a Directed Acyclic Graph (DAG).

At its core, Iota uses a gossip protocol to propagate transactions through the network. This mechanism means that any data with sufficient weight can be dispersed to the opposite side of the cluster efficiently. These transactions can carry value or data and will be used to store a proof of fairness.

4.3 ADVANTAGES OF IOTA

	IOTA TANGLE	ETHEREUM BLOCKCHAIN	BITCOIN BLOCKCHAIN	CENTRALIZED ONLINE GAMBLING
Speed	700-800 TSP	20 TSP	4-7 TSP	Transferring money to the gamblers online betting account can take various days, so does the withdrawal.
Fees	0,00 USD	0,01 - 0,1 USD	2 - 10 USD	Commission depending on
Minimum bets of less than 10 cts.	Yes	Unattractive due to fees	Prohibitive due to fees	No
Scalability	The more users, the faster the network	The more users, the slower the network	The more users, the slower the network	N.A.
Transparency	Yes	Yes	Yes	No
Quantum proof	Yes, IOTA uses exclusively quantum resistant cryptographic algorithms	No, Ethereum could be crippled by the sudden deployment of large scale Quantum computers	No, Bitcoin could be crippled by the sudden deployment of large scale Quantum computers	N.A.

The Iota tangle will be used to store data such as timestamps and bet amount for a sufficient amount of time, and the mechanism of randomness which may be reviewed by the player. Compared to Blockchains the data transferred onto the tangle is completely free of fees for miners.
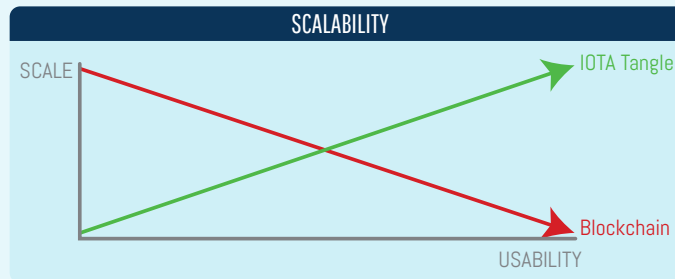
5 WIT - FUNCTIONS

5.1 UTILITY FUNCTIONS

5.1.1 COMMUNITY REWARD

WIT holders will be rewarded in a provably fair weekly raffle in which there will be 50% winning tickets selected as winners. Participants will receive 50% of the profits of the WI Casino & Sports betting platform, generated in a period of 7 days. Every registered WI token represents 1 raffle ticket, which if winning, will qualify for a proportion in relation to the overall winning raffle tickets that have been issued and won.

5.1.2 HOW IT WORKS

Participants in the raffle will have to register before the raffle. To do so, users only have to check the option "yes" or "no" in the WIT light wallet where it says "automatically participate in raffle?". This will automatically trigger all WIT of the users wallet to be transferred to an ERC-20 smart contract, locking it in for the duration of the raffle, which is around 15 minutes. All the player needs to assure is being online at the time of the raffle. The potential winnings will be directly transferred back into his WIT light wallet.

Every 1 WIT counts as 1 raffle ticket. Assuming the 7 day profit is 100 mio WIT, then 50 mio WIT (50%) will be up for raffle. If a user holds 100.000 WIT, and 50 mio raffle tickets in total participate and 50% of all tickets win (25 mio), then he would receive 0.02% of the profits of 50 mio WIT which amounts to 10.000 WIT winnings for the raffle participant.

5.2 GAME PLAY

Players will be able to use the token on the WI platform to gamble. Further uses are obtaining extras like merchandise or special bonus offers only available to WI Token holders.

5.3 VOTING

WINiota will strengthen the gaming community by implementing the WIT Voting Tool. Voting will be used for proposed strategic changes such as shifts of aims and goals or fundamental structural changes.

To vote, the user launches the WIT Voting Tool, selects an answer from the question choices (default is "abstain"), selects the number of coins to vote with, and then hits the "vote" button. WIT Voting Tool does the rest.

Voters maintain possession of their WIT before, during and after the voting by generating a unique voting address through the voting client. When the user sends coins to this voting address, they are simply sending them to themselves. The voter will have their coins locked in the WIT Voting Tool until the voting deadline passes.

5.4 WHITE LABELS

To open up another revenue stream, WINiota will offer a white label solution for marketers. Our whole gaming offer can be licensed as a white label. This will extend our ecosystem beyond our own platform and will lead to synergies.

The WIT will be used for supplying white label B2B functionality such as optional cross platform promotions organized by WINiota.

Our solutions offer advantages in that we have all the required features build around the games, allowing the marketer to focus on building his business and to get to market a lot quicker than trying to build a decentralized solution from scratch. Our white label framework can be rapidly deployed, which makes branding and customization extremely easy.

It allows the licensee to focus on their business. In many cases, the solutions that companies hope to build themselves fall far outside of their areas of expertise. It's not smart to stretch the resources to do something that doesn't fit within the core competencies.

WINiota white label solutions help the licensee to utilize their business's unique branding to offer a product or service without investing in infrastructure or technology creation around the solution to do what they do best - building their brand and selling their services.

6 PLATFORM DEVELOPMENT

6.1 TANGLE AND GAMING

Players will love the plethora of games on offer. WINiota is aiming to be the next generation gaming platform based on the tangle technology, using the free trusted record keeping capabilities that the tangle provides.

Developing for both platforms, browser and mobile phones, gamblers will always have games available to them whenever they want, from wherever they are!

WINiota will offer more than 20 casino games as well as a full offer sportsbook and will have the capacity to host any number of players due to the scalability of the tangle.

WINiota is using the tangle to store data, decentralized and chronologically which the player can access at any time to check the fairness. Additionally, the below explained mechanism of "Provably Fair" will be incorporated into all of our games whose outcomes or game progressions are based upon such mechanism.

With the proposed updates that will drastically improve the functionality of the Tangle Network, WI is set to enhance its offer in terms of offering complete decentralization on tangle.

6.2 IOTA SMART CONTRACTS

The Iota foundation as well as several 3rd parties are developing smart contracts for Iota to be released shortly. With this in mind and to further the decentralization and transparency of WINiota, we aim for and have the capacity to be the first gaming company to implement Iota smart contracts as they are being released. All WINiota game events, outcomes, game decisions and payouts will facilitate Iota smart contracts.

6.3 CASINO GAMES

> We will develop all Provably Fair casino games in house by our expert programming team.

Provably Fair is a tool that enables the player to verify each random result to make sure the casino is not malicious. All our games will be making use of this mechanism.

Each random result is calculated by the following variables:
• Serverseed - provided by the gambling site
• Clientseed - provided by the players browser. Can be adjusted by the player.

The user receives an encrypted hash of the server seed before he starts gambling. Since the player gets it in advance, the site cannot change it later. However it is encrypted, so the gambler cannot calculate the randomness in advance. The server seed is then added to the client seed following a specific algorithm. After the random event has taken place the player receives the unhashed seed that they can use, together with the client seed, to check the integrity of the random result.

WINiota will host a balanced and popular variety of casino games that attracts the mass audience:

Slots: Variations including 3D and progressives.

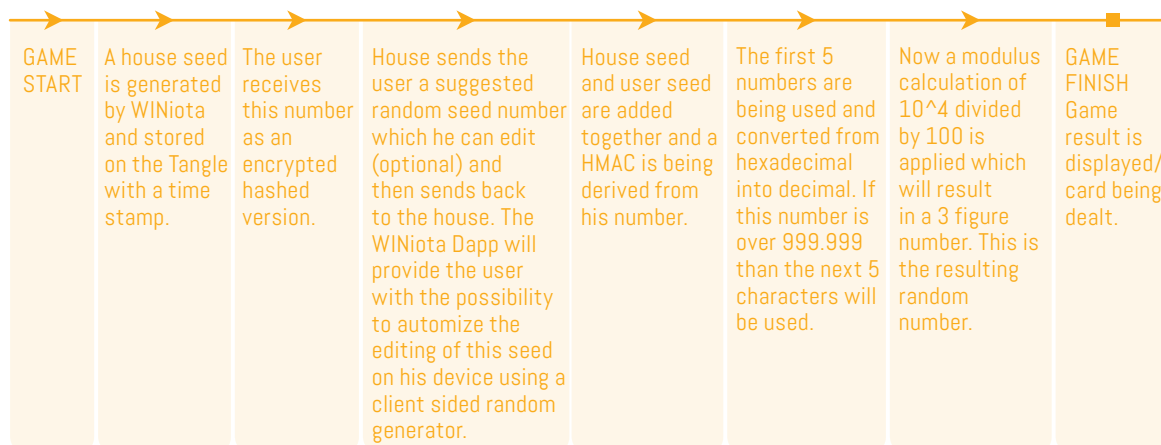Table Games: Card games like blackjack, baccarat and pai gow, poker, craps, as well as roulette.

Live table games: Roulette with a live cam filming the table and the croupier in real time.

Video Poker: All poker games played on a machine similar to slots.

Specialty Games: Keno, scratch tickets, lottery games and bingo.

GAME START	A house seed is generated by WINiota and stored on the Tangle with a time stamp.	The user receives this number as an encrypted hashed version.	House sends the user a suggested random seed number which he can edit (optional) and then sends back to the house. The WINiota Dapp will provide the user with the possibility to automize the editing of this seed on his device using a client sided random generator.	House seed and user seed are added together and a HMAC is being derived from his number.	The first 5 numbers are being used and converted from hexadecimal into decimal. If this number is over 999.999 than the next 5 characters will be used.	Now a modulus calculation of 10^4 divided by 100 is applied which will result in a 3 figure number. This is the resulting random number.	GAME FINISH Game result is displayed/ card being dealt.

6.4 JACKPOT

At WINiota we believe in karma, so the more we share our fortune, the bigger it will return to us. We will offer a jackpot that will grab the players attention. The user can play a slot game as normal, playing any additional bonus games such as free spins round. Then, at the completion of a paid spin there is always a 1 in (X) chance that he will hit or be awarded a provably fair random jackpot.

The chance of winning a random jackpot is based on a 1 WIT bet and as such this chance is increased or decreased proportionally based on the total spin amount. For example: if a gambler is playing a single line spin on a coin value of 0.01 WIT then he therefore has a 100 times less chance of winning the provably fair random jackpot than a 1 WIT spin.
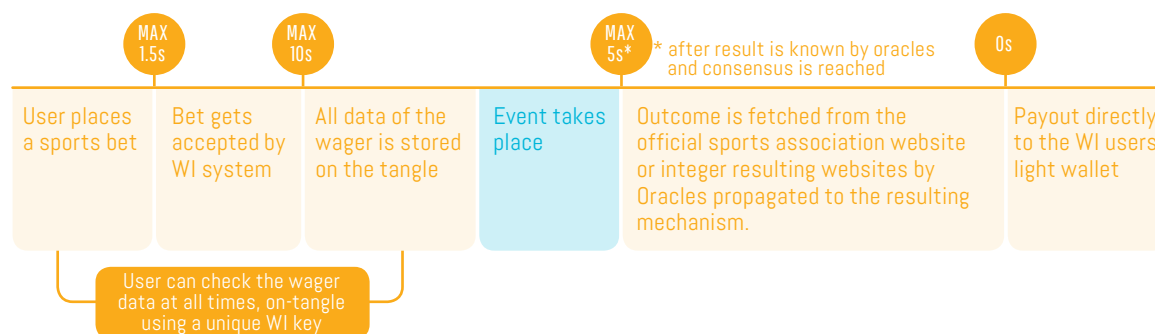
A proportion of the players stake is put towards the provably fair random jackpot, in most cases this is no more than 0.2 % of the return to player.

6.5 SPORTS BETTING

We will offer all major leagues and selected smaller leagues as well as all national and international major competitions pre match and in running. All big sports will be offered e.g. football, soccer, basketball, tennis, etc. Over 20 different sports in total as well as relevant e-sport events and special bets like politics.

While our own trading model is in development we will use third parties such as betradar to license the odds broadcast for inplay matches. All pre-match odds will be traded using tools such as asian-monitor.com, betradar monitor or oddschecker.

All bet slip related data will be saved on the tangle and programmed thusly that future Iota smart contracts can be implemented in a fast manner. This will provide the necessary transparency should a player wish to verify the timestamp, odds, selected outcome and amount wagered. The read only bet slip data can be accessed using a unique WI private cryptographic key.

MAX 1.5s	MAX 10s			MAX 5s* * after result is known by oracles and consensus is reached	0s
User places a sports bet	Bet gets accepted by WI system	All data of the wager is stored on the tangle	Event takes place	Outcome is fetched from the official sports association website or integer resulting websites by Oracles propagated to the resulting mechanism.	Payout directly to the WI users light wallet

User can check the wager data at all times, on-tangle using a unique WI key

6.5.1 ORACLES

WINiota will nurture a 2nd layer oracle node network where oracles are incentivised for executing specific work. These work tasks are distributed to oracles in a truly random fashion facilitating the "random tip selection" algorithm and taking into account the clearance level an oracle has (Proof of Reputation).

There are 3 levels of clearance: A1 (highest level), A2 (medium level) and A3 (lowest level).

Oracles can achieve higher levels by earning a deeper reputation over time and they can be downgraded if a task hasn't been handled according to the conditions set out.

Each oracle participating in work tasks needs to deposit a collateral into an Iota smart contract which will be used to compensate for any mistake made by the oracle which results in the loss of funds. This is used to add further security against fraudulent behaviour and therefore strengthen the trust of the oracle network.

All specific tasks will have a clear set of instructions of how to execute the work. These instructions will be provided in written and video format.

6.5.2 TYPE OF TASKS AND THEIR CLEARANCE LEVELS
A1 Resulting of bets.
A2 Resulting of bets, setting up new bets.

A3 Resulting of bets, setting up new bets, checking kick off time for events, updating the decentralized database with new competitions/teams/players, updating the database with new betting templates.

6.5.3 RESULTING OF BETS

To propagate a result to an iota smart contract by an oracle, the result needs to reach consensus by 3 randomly chosen oracles of the same level or higher. Should an oracle not be available for the task then the work will be assigned to another oracle of the same reputation level or higher, until finally an oracle picks up the workload. The latter process will be swift, the oracle will only have a few minutes to accept the task. Should there be no consensus reached, then the case will be forwarded to the senior team of WINiota, for them to solve. This could be the case if the team names on the websites used for resulting differ from the names in the decentralized WINiota database e.g. the team has renamed itself recently, maybe due to a new sponsor.

Finally oracles should take over the process of dispute solving and therefore we will be testing the feasibility of such implementation and other variations continuously. Oracles will be incentivised by receiving WIT that has been earned through profits generated by WINiota. Every task will have a variable incentive in WIT according to workload and reputation of the oracle doing the work. If a player wishes to payout his winnings to his wallet then the WIT will be transferred either directly, without delay into his wallet or, when only sparse resulting sources are available, to a smart contract that freezes the users WIT for x period of time until a result can be confirmed by sufficient sources. The players winnings will never be frozen more than 2 days, depending on the type of bet or sports league. This will add a layer of security should the resulting be disputed and the need for altering the result arise.

6.6 VISION

In WINiota, we are not limited by any boundaries in our plans to extend beyond our venture as the first IOTA Tangle Network gambling platform. We have recognised what the potentials in Artificial Intelligence (AI), Virtual Reality (VR) and Internet of Things (IoT), can bring to our service as a gambling platform. Our envisioned development plan is to implement these three subjects above into our service to further enhance the experience of our prospective users.

6.6.1 ARTIFICIAL INTELLIGENCE AND SPORTS BETTING

AI represents the next digital revolution in sports betting which WINiota plans to be

a part of. We aim to develop and implement our own AI technology into our predictive sports betting model in Q2 2019.

The primary purpose of the AI enhanced model will be for in-play betting. We want to be on the forefront of the development of real time sports analysis using deep learning methods, namely reinforcement algorithms, to make WINiota more competitive in the market.

At this moment, thousands of human analysts are spread out around the globe to monitor the various sporting leagues. This information is utilised to provide the detailed data on the best odds for the bookmakers. However, WINiota wants to fully automate our analysis with machine learning to enhance the features of our in-house sportsbook.

To illustrate, WINiota's prospective AI will analyse league players' movement such as their shooting and passing decisions in real time before translating these findings into more accurate odds as compared to those derived from traditional algorithms. How WINiota's artificial neural network can enhance its ability to analyse is that it will review historical and live events extensively, extracting insights not only from the dynamic flow but also nuances of body language of the players. To a certain degree, it will also learn to predict more accurately with social media data that will allow it to comprehend better the betting behaviour of gamblers. In summary, WINiota's AI will aim to extract data that humans are not capable of witnessing as of now.

There is also another side to the usefulness of our AI: the data our AI collects can be an additional avenue of profits for WINiota, which will then contribute to our raffle for the community to grant a bigger prize pool (see 'Community Reward' under 'WIT - Functions' section above).

Sports analysts and coaches value these datas as much as bookmakers; they will be able to use the AI model to improve the analysis of their particular teams in relation to the respective opponents' dynamics. Playing at that such competitive level, every inch of possible improvement is paramount to the success of the team, thus the data collected will be extremely valuable and hence profitable to WINiota.

In summary for section 6.6.1, the implementation of the WINiota AI model will lead to better odds and spreads for our users and therefore, allow WINiota to be the dominant player in the online gambling market. Also, we will be collecting invaluable data of the sports industry with our machine learning technology to complement our business model.

6.6.2 LIVE BETS BASED ON IOT DATA STREAMS

Internet of Things (IoT) describes a network of communications between subjects; In WINiota's case, from players' jersey to the ball in play on the field. Simply put, IoT means that the objects in play will connect with WINiota at a deep level for analytical purposes. Technologists use the word 'things' because the application of this network technology just keeps growing - now almost everything sports in nature can be connected to a network.

Additionally to providing high quality in running sports bets, we are also developing several new live bet categories based on a stream of data received by various IOT sensors. This data will be transmitted using the IOTA protocol and stored decentralized between all nodes. The nature of the data will be sports related, e.g. sensors on a football or basketball, and weather related e.g humidity, temperature. WINiota will use a software trader which has access to historical data to provide the odds for the live bet.

6.6.2.1 DATA INTEGRITY

"Data Integrity" refers to the fact that the data collected on the network is only true. Unfortunately, there are incentives to tamper with data, therefore WINiota has thoroughly considered the solutions to these issues.

The solution to mitigate the hardware obstacle of data integrity is to keep the location of the 3rd party sensors secret and monitored, or out of reach (ocean, sky), or have byzantine fault tolerant redundancy i.e. more sensors generating data for comparison.

However, there exist a more potent method of falsifying data: tampering with them from within a central database. To reiterate the potency of this method, the sensor can be doing its job perfectly, but this results to nothing if the data is then manipulated afterwards in the data vault.

For the gambling companies with direct access to the data collected, it would literally be as easy as a click of a button. And though for the other stakeholder , the gambler himself, there lies a challenge to firstly gain access to the database. Nonetheless, this is easily achieved by any elaborated hacking attempt or simply having a rogue individual on the inside alter it on their behalf. Evidently, online gambling is one of the faculty where this issue is pervasive.

Therefore, WINiota utilises the permissionless distributed ledger of IOTA which solves this issue through guaranteeing data integrity by storing the data in a distributed and trustless fashion in the network. It is now publicly auditable because everyone in the connected cluster has a copy of it.

This gets rid of the single point of failure as it is impossible for someone to alter the original data without the rest of the network seeing that it is now incompatible with their copy. Overall, Data Integrity is ensured by the Tangle network to complement the utilisation of IoT in WINiota to create more betting dynamics and also the opportunities to license and commercialise data collected with our sensors.

6.6.3 MATCH FIXING EARLY WARNING MECHANISM

ESSA (Sports Betting Integrity) is an early warning system related to match fixing within the sports betting market by spotting unusual betting behaviour across sports betting platforms. A major element of ESSA's has been its ability to quickly pass the appropriate information on to sports betting platforms to take any action deemed necessary. WI will be working with the ESSA alert system to take action and suspend any betting on suspicious events.

The Iota association is one of the strongest and biggest teams in the crypto world, supported by its enthusiastic community. It is expected that rapid smart contracts and other helpful software concepts will be developed in 2018. WI aims to position itself as the leading Iota based casino, using all of Iotas advantages. We are programming our sports betting platform in foresight of implementing future developments e.g. rapid and zero fee smart contracts. This will give us a substantial advantage to any competition that seeks to enter the Iota crypto based sports betting or gaming arena.

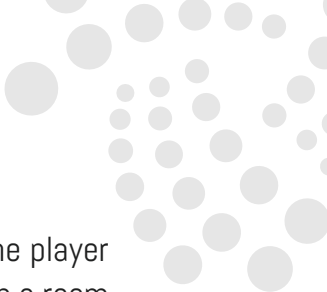### 6.6.4 VIRTUAL REALITY & THE SOCIAL ASPECT OF GAMBLING

WINiota recognises the key essence of online gaming: communal gaming experience. As such, all games are designed for user-friendly invites over most of the popular social media, and even users who are new to IOTA or even cryptocurrency in general, will be guided to seamlessly enter the gaming sphere on the WINiota application.

To enhance our users' experience even further, WINiota has envisioned a Virtual Reality platform for our games to run smoothly on. This will be discussed further in the following

6.6.4.1 MULTI USER GAMES

Players will be able to experience the joy of social gaming. Imagine going after slots jackpots together with your friends in the same virtual casino, or watching the pill of the same roulette bounce against the circular tracks of the little French wheel just to fall on a black and earn all of you your well-deserved WIT.

We have planned to offer a variety of multiplayer games and to list an example, we have

the Wheel of Wealth which is played in a virtual room with up to six players. The player can organize a group of your friends to play together in a room, or simply just join a room and make new online slots friends from different countries and time zones around the world.

This is complemented with a live chat room in every game, where users can interact with one another. Our chat area is welcoming, friendly and is generally a supportive environment. It will also be a decentralised and encrypted chat room, with the contents only visible to whoever that is in the room. We will not build our own chat room technology as we plan to seek collaboration with other developers to weave their encrypted technology into our gaming platform for maximum privacy.

6.6.4.2 VIRTUAL REALITY

WINiota acknowledges that Virtual Reality (VR) is relatively still in its infancy. There are still many obstacles in our journey, namely accessibility and affordability of the tool, to our general audience. However, technology advance rapidly and WINiota does not overlook the possibility of this collaboration in the foreseeable future. WINiota has taken into account how lucrative and competitive the gambling market is, and reinforces the fact that companies which embrace the innovation and creative potential of VR will take a large chunk from the industry market leaders as the application of this technology is endless, especially in the perspective of online gambling. WINiota is always on the lookout for new developments and we are following the VR progress very closely as to implement VR features when they become more accessible and affordable in the near future.

6.7 TRANSLATIONS

Languages are part of access. Translations provide wider accessibility to our betting offer. Therefore we will include translations of the UI into Spanish, French, Chinese, Korean, Japanese, German, Russian, Portuguese, Greek, Italian, Turkish, Danish and Arabic.

These translations are implemented during our user experience upgrade in Q4 2018.

7 WIT - ICO

WINiota sells ERC-20 compatible Ethereum-based WIT for crowdsale. The aim of the token sale is to provide a discounted participation for the early adopters of the global decentralized Iota gaming market and to further develop it. To penetrate a gaming market to such extent, early endorsers are required. By purchasing WIT, the early adopters receive a discounted price. Our aim is to raise IOTA, Ethereum, Neo, Litecoin, Bitcoin Cash, Bitcoin equivalent to approx. USD 16 mio.

In the first stage, during the ICO, WIT will be released based on the ERC-20 token standard. In stage 2 (Q3 2018), WINIOTA will initiate a 1:1 ration token swap in order to base all WIT tokens on-tangle with all its utility functions.

7.1 TOKEN SALE

Giving the opportunity to all of you, who wish to be among the pioneers taking advantage of our next generation platform right from the start, we proudly announce our ICO. In total we are issuing 1 Billion WINiota Tokens (WIT), of which up to approximately two thirds will be available for crowdsale. Unsold Pre-Sale (Pre-ICO) WIT tokens, if any, will be transferred to the Sale (ICO).

7.1.1 PRE-SALE
Pre-sale starts on June 1st 2018 at 12 PM UTC, and ends on June 14th 2018 at 23.59 PM UTC.

7.1.2 SALE
Token sale starts on July 1st 2018 at 12 PM UTC and ends on August 1st 2018 at 23.59 UTC.
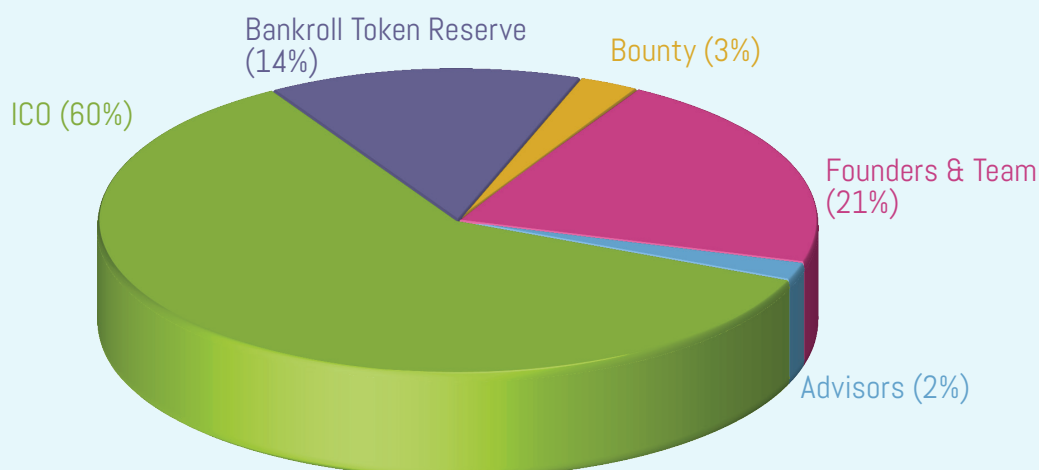
7.2 PURCHASE PRICE

Endorsing early purchase. We want to endorse token buyers that are amongst the first by rewarding with bonus tokens for the first purchases.

7.2.1 TOKEN NAME: WIT

- Price: 1 ETH is equal to 22000 WIT. We accept IOTA, ETH, NEO, LTC, BCH and BTC
- The volume of tokens in circulation: 1 Billion WIT (Pre-Sale and Sale)
- Pre-Sale minimum contribution: 1 ETH
- Pre-Sale Cap: 5300 ETH. When reaching this amount, Pre-Sale stops
- Sale minimum contribution: 0.1 ETH
- Soft Cap: 2,400 ETH. If this goal is not met, all funds will be returned
- Hard Cap: 24,000 ETH. When reaching this amount, Token Sale stops

7.2.2 BONUSES

Pre-Sale (Pre-ICO) +15% bonus tokens
1st Sale day (ICO) +6% bonus tokens
Days 2 - 4 +3% bonus tokens
Days 5 - 20 +2% bonus tokens

There will be no follow-up sale on WIT, nor will there be any more WIT minted other than the initially minted 1 Billion WIT. Unsold tokens, if any, will be burned at the end of the crowdsale.

Additional information about WIT tokens to be distributed and other Token Sale details are available on our website: www.winiota.com

7.3 TOKEN DISTRIBUTION

WIT is distributed latest 24h after the cryptocurrency of choice (IOTA, ETH, NEO, LTC, BCH and BTC) is sent to the WINiota crowdsale wallet.

7.3 SECURITY

The token sale is performed with the use of an Ethereum smart contract if ETH is used to purchase WIT. Since all transactions are confirmed on the blockchain, the smart contract is resistant to security threats. The crowdsale smart contract code shall be

available on GitHub and the code will be reviewed and audited by a third party security auditing service.

The token sale page shall be held on a DDOS protected environment, on a separate server with writing locks on the token sale page files from the server side. The token sale page will be simple and as static as possible to avoid any complexity. Besides the above, additional security measures are adopted.

Storing the funds. All raised funds are stored in divided multi-signature wallets. Therefore, the access to funds would require multiple people to sign. Diversification of wallets provides extra-safety in case a private key would be compromised. A spending account with less than 5% of the funds can be held on a single-signature account.

7.4 USAGE OF PROCEEDS

A large part of the funds are allocated to further development of the WINiota gambling platform, either on core development or on user experience development.

WINiota provides the following funds allocation based on needs for the gaming platform that we are developing:
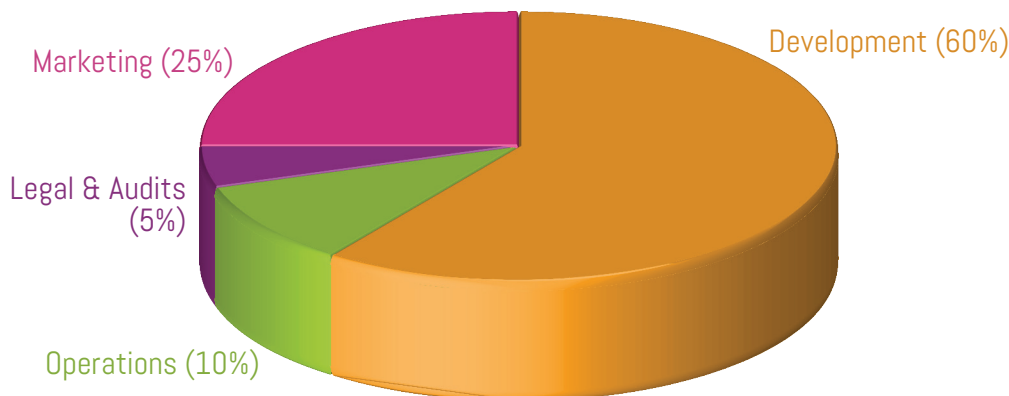
Funds allocation is subject to change for providing flexibility. WINiota will use best practices on funds allocation at its own discretion.

7.5 VESTING

Ensuring commitment. All tokens distributed to the core team are subject to vesting. Vesting model ensures more value and security for the token contributors. Vesting provides more loyalty from the core team towards the project and ensures that WINiota is not subject to market manipulation and provides stable market development for the WINiota token. Eventually vesting is a way for the WINiota team to show the commitment and loyalty for the WINiota project.

WINiota introduces the following Vesting model for the core team:
1. 80% of WIT is locked once Token Sale distribution has ended
2. 60% of WIT is locked after 6 months from Token Sale distribution
3. 40% of WIT is locked after 12 months from Token Sale distribution
4. 20% of WIT is locked after 18 months from Token Sale distribution
5. 0% of WIT is locked after 24 months from Token Sale distribution
The vesting model is active for 24 months in total. All tokens that are distributed to new team members from the development fund after the WI token sale follows the vesting model on a pro-rata basis (will join the vesting model from the next mark).

The vesting model shall be activated with a smart contract once the token sale is complete.

For all new team members who join WINiota after the token sale period are subject to the vesting model, a 6-month cliff-period is added. This means that if the person leaves before 6 month from the starting point, the member is not entitled to the vested tokens.

7.6 BOUNTY

WINiota will start a bounty program in order to reward supporters. This bounty pool will be one of the biggest ever awarded!

The Program will run until the end of ICO.

A total of 3% WIT from the total supply of WIT are reserved for bounty campaigns. If the hard cap is reached, that amounts to 30 million WIT or approx. USD 800.000.

Total bounty pool will be divided as follows:
15% Reddit Bounty

15% Bitcointalk.org signature Campaign
15% Twitter Bounty
15% Youtube Bounty (10% reserved for top tier influencers)
10% Content (blogs and media publications) Bounty
7.5% Telegram Bounty
7.5% Facebook Bounty
7.5% Translation & Moderation Bounty
4% LinkedIn Bounty
3.5% Wechat/Kakao Bounty

Detailed information about the bounty program can be found here:
www.winiota.com/bounty

8 ROADMAP

JAN '16	First idea of a feeless community Casino on the tangle.
FEB '16	Detailed development of concept by founders and advisors. Feasibility check of WINIota concept ensuring that it is legally and technically feasible. Assessing profitability at multiple levels.
AUG '17	Assembling the WINiota dream team; Advisors, Full Timers, Partners.
SEPT '17	Start of development of FIRST casino game world wide to facilitate Flash Channels, WINiota Dice2x.
NOV '17	Alpha Testing of MVP, Dice2x Beta testing of MVP
APR '18	Launched MVP. WINiota is the FIRST worldwide to develop a casino game that uses the Iota Flash Channel technology.
JUN '18	Start of Pre ICO.
JUL '18	Start of ICO.
AUG '18	Development of further casino games. Comprehensive development of sports betting platform and AI deep learning model. Exchange Listing. After the ICO ends the digital currency will be available for public trading.
NOV '18	Release of further Casino games like Blackjack, Roulette, Video-Poker, etc. Launch of the Sportsbetting section into the existing gaming platform.
MAR '19	Full offer of games online.
MAY '19	Artificial Intelligence model integration into WINiotas sports betting section.

9 REGULATION AND COMPLIANCE

KYC regulation applies on money transactions in general. When fiat currency is played, the gaming platform must conduct 'know your customer' compliance on certain thresholds by verifying the customer, the origins of the funds and other related verifications. The thresholds do vary from jurisdiction to jurisdiction but remain similar in principle. However, uncertainty lies within Iota, Iota based crypto currency or crypto currency in general, as it is not a currency by definition of governments. Therefore, whether accepting Iota is subject to KYC is an unsettled question.

KYC on-boarding. In relation to WINiota on whether or not crypto currency is subject to KYC, WINiota endorses the KYC policies due to the fact that regulation might follow sooner or later because decentralized environments do not occur in a vacuum. For this reason according to our roadmap, WINiota will implement integrations to comply with KYC regulations. The aim is to provide KYC when deemed to be needed and enable it in the best possible manner.

Some markets are only accessible by holding a gaming license. For this purpose we will obtain a license in Gibraltar and if necessary additional national gaming licenses.

10 MEET THE TEAM

Shane ONeil - Co-Founder, CEO
Senior bookmaker with vast knowledge in all sports as well as casino. 10 years experience working for top-tier gaming companies in Gibraltar. Overseen several industry mergers.

Friedrich Endlicher - Co-Founder, CTO
Core developer, game programming, Full stack programmer with 8 years experience. UCL Trinity IOTA wallet development. Mobile app development.

Bastian Fritsche - Co-Founder, CFO
CRM Manager at bwin in Gibraltar. Auditing officer and director of hotels including Alltours/Thomas Cook for over 10 years.

Pontus Persson - Head of User Experience Lead
Lead UX designer with over 10 years experience of creating digital products for industry leading brands. Worked for HUGE, Possible, Lead UX Designer on the multi-awarded (Cannes, Clios, Campaign etc.) Adidas Glitch application.

Karen Mareš - Head of Game Design
Created artwork for various top-tier gaming and television companies, working in both the online and print mediums.

Anton Natarov - Full Stack Developer
Full stack developer, game programming, robotics software engineer with over 10 years experience. Co-founder of goodgame.

Scott Malsbury - Head of Communications
Senior Quality and business management roles, previous experience with multi billion dollar projects worldwide. Head of communications at Ethlend.

Shalini Wood - Head of PR & Community Management
10+ years of experience. Worked for Delphy prediction markets, Honeywell, Sheraton Hotels, Grand Hyatt Hotels.

Ulf Karlsson - Head of Affiliate Marketing
Specialized in content marketing, SEO, social media. Over 10 years experience in gaming in Gibraltar. Worked for GTech, founder of Workation SL.

Patrick Soh - Head of Investor Relations East Asia & Community Manager
Vast experience in community management and ICO strategies. Previously worked for EverMarkets, VeriME, and IATokens. Proficient in English and Chinese (Mandarin).

Shabir Yunos - Head of Investor Relations Asia & Community Manager
Previously worked for Delta Airlines and Yamaha. Experienced Analyst and Community Manager. Prior experience includes Next Exchange, VeriME and EverMarkets.

Mandy Picolin - Head of Project Management Games
8 years experience in several roles in the gaming sector in Gibraltar.
Worked for bwin, Poker Strategy, Asian Logic.

Jessica Lee Green - Head of Casino Operations
Over 10 years experience in several management roles in the gaming
sector, and has worked for Bet365 and Ladbrokes Coral Group.

10.1 ADVISORS

Joshua Scigala - Advisor
CEO of Vaultoro.com, BTC/Gold exchange. Early Bitcoin investor. Serial
entrepreneur, located in Berlin, Germany.

Todd Price - Advisor
Wallet Systems, Cryptocurrency Advocate, advisor for wystoken.org,
located in Melbourne, Australia.

Anastasija Plotnikova - Legal Advisor
Commercial lawyer located in Gibraltar and Vilnius,
specialising in international business and taxation
service. Oversees ICO processes and legal
compliance. Works for Crypto Tax & Legal.

CRYPTO
Tax & Legal

11 DISCLAIMER

The token economy is relatively new and very innovative. Tokens could be impacted by regulatory actions, including restrictions on ownership, use, or possession. Regulations or other circumstances may demand that the WINiota Token mechanics be altered in all or part. Therefore, WINiota Casino & Sportbetting may revise mechanics to comply with regulatory requirements or other governmental or business obligations. Contributors assume risk when participating in the ICO. WINiota Casino could be subject to attack, bugs, or operational errors, and other unforeseen problems could result in the loss of stored value.

The purpose of the present whitepaper is the introduction of WINiota to potential token holders in view of the upcoming token sale. Information proposed below does not constitute a public offer, does not constitute any representation as to the suitability or appropriateness of any security, financial product or instrument. Its only purpose is to provide relevant and sufficient information to potential token holders. Nothing in this document must be regarded as advertising of the product or an investment offer. This document does not follow any laws of rights concerning investor protection in any jurisdiction. WIT investor should understand the non-regulated nature of acquiring tokens.

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