

EOS.Win Instructions and Rules

v2.0

EOS.Win is a decentralized game platform based on EOS main net. The EOS Dice and Lottery games are now on the platform. Functions such as game operations and token distribution are controlled by EOS smart contracts. The random numbers are all generated on the blockchain and the user interface is just a front-end webpage. EOS.Win aims to build a fair, transparent and decentralized gaming ecosystem.

1. Rules

1.1 EOS Dice

EOS Dice is a pure quiz game based on the EOS blockchain. The player selects the "ROLL UNDER" or "ROLL OVER" option and moves the slider to choose the proper quiz interval.

For example, if the user selects "ROLL OVER" and moves the slider to 70, it means the player's guess number is greater than 70 (not included), with bet numbers ranging from 71 to 99. You can also choose to use other tokens like ADD, ATD, EOSDAC, HORUS, KARMA or LUCKY to play.

The broader the bet number range is, the greater the chance of winning, with payout and profit decrease correspondingly. After setting the appropriate bet amount, click the Roll button to call the smart contract, which will generate a random number on the EOS blockchain. If the number is in the bet range, the player wins and will immediately receive and amount equal to the bet amount plus payout.

In order to avoid addiction to the game, the maximum bet amount is 1.5% of the platform's EOS balance, and the minimum bet amount is 1 EOS. Participants in the game will receive a certain amount of LUCKY tokens as platform dividends. See the LUCKY Token section for details.

1.2 EOS Lottery

In the EOS Lottery game, players spend EOS purchasing quiz numbers. Each quiz number is assigned in turn and cannot be selected, but numbers can be bought in batches. Each time 0.1 EOS spent, two numbers are generated, one distributed for system and another for players. When drawing, a random number will be generated by the smart contract to determine the winner. If the lucky player bought the lucky number, he or she will obtain almost all of the reward pool (see table below), otherwise the bonus will be counted into the next round.

If the balance of the reward pool is not greater than 100 EOS, the lucky player will get 80% of the reward pool. When the reward pool is ≤ 300 but more than 100 EOS, the lucky

player will get 72% of the reward pool. Lucky players will get 60% of the pool if the reward pool has more than 300 EOS.

Lottery Reward Pool	If ≤ 100 EOS	If > 100 and ≤ 300	If > 300 EOS
% of reward pool to Lucky Player	80%	72%	60%

Lottery draws occur every two hours. After the countdown is over, any player who participated can trigger a draw. The drawer will receive a drawer bonus. Considering that more funds should be added to the dividend pool, the drawer will be rewarded for the minimum value among three numbers: 50% of drawer's purchase amount, 1% of the reward pool, or 10 EOS. The winner and the drawer will be recorded on the blockchain and more details are shown in Round History section.

Note that when the countdown is over, if no player triggers the draw, the game will not open the next round by itself. Each player can only purchase 50 times per round (there is no limit on purchase amount for each time).

In addition, each player will receive several LUCKY tokens, which can claim EOS dividends on EOS.Win. See the LUCKY Token section for more details.

2. Dividend Rules

EOS.Win has a dividend pool. Players holding LUCKY token can claim EOS dividends every 24 hours. Part of the profit from the Dice and Lottery games is contributed to the dividend pool. The specific rules are as follows:

EOS Dice: 25% of hourly earnings flow into the dividend pool. For example, if the profit of the platform increases by 100 EOS in one hour, then 25 EOS will flow to the dividend pool. If there is no profit increase during that period, there is no dividend for the period.

EOS Lottery: The EOS amount distributed to the dividend pool depends on the reward pool. The larger the reward pool is, the higher the dividend pool's share, shown as follows.

Lottery Reward Pool	If ≤ 100 EOS	If > 100 and ≤ 300	If > 300 EOS
Dividend Pool's share of Reward Pool	15%	21%	30%

The LUCKY token is the dividend certificate of the EOS.Win platform. Players will share EOS dividends according to the amount of LUCKY they hold.

3. LUCKY Token

3.1 Introduction

The LUCKY token is the dividend certificate of EOS.Win. The total amount of LUCKY is 100,000,000 and is released by playing games. Some features are as follows:

- **Claim EOS dividends.** The LUCKY token represents the platform's rights certificate. Players holding LUCKY token can claim EOS dividends every 24 hours from the dividend pool.
- **Playing rewards (similar to mining rewards).** When the player participates in a game on EOS.Win, LUCKY tokens will be released according to the bet amount.
- **Invitation bonus.** By inviting other players to participate, the inviter can immediately get a 10% LUCKY referral bonus.

3.2 LUCKY Token Release Rules

LUCKY tokens will be released when players participate in games. The release rules are as follows:

EOS Dice: Each time players bet 1 EOS, 0.5 LUCKY will be released, of which 80% will be distributed to the player's account, 10% to the inviter, and 10% to the team.

EOS Lottery: Each time players bet 1 EOS, 7.5 LUCKY will be released, of which 80% will be distributed to the player's account, 10% to the inviter, and 10% to the team.

3.3 Claim EOS dividends

Players holding LUCKY tokens can claim EOS dividends from the dividend pool every 24 hours.

The amount of EOS players can claim depends on two factors: the number of LUCKY users holds, and the total number of EOS in the dividend pool at that time. The amount of EOS per 100 LUCKY that can be claimed is shown in the Dividend Pool section.

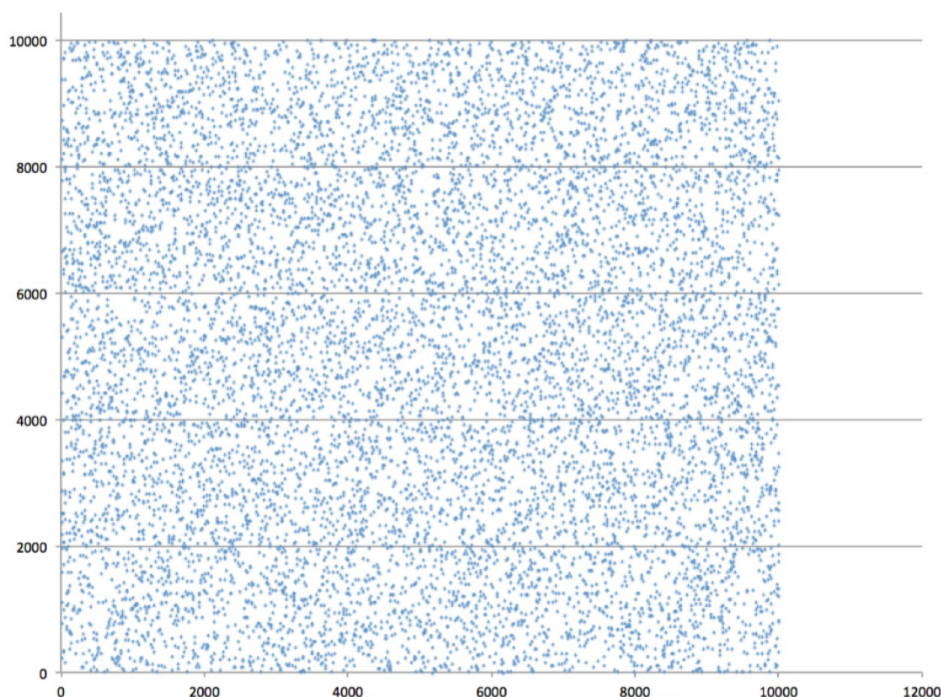
Each time a player claims EOS dividends, a 0.5% LUCKY fee will be charged, which will be merged and counted into the unreleased LUCKY account. Transferring of claimed dividends is not allowed until 24 hours after the claim.

4. Other Instructions

The team will cover RAM consumption during the process and no player-owned RAM will be consumed. A small amount of players' CPU and NET resources will be used when transferring tokens.

EOS.Win uses a specific random number generation algorithm that is totally implemented by a smart contract and can not be interfered with. To clarify the distribution of the random numbers, numbers between 0-10000 were selected over 10,000 simulations. The

simulation results are shown below, revealing that the random numbers are uniformly distributed.



5. Operation Instructions

Players participating in EOS.Win need to have an EOS account and enough RAM, CPU and NET resources. There are two ways to participate in this game.

5.1. Through the website

Using the website to participate in the game requires the installation of the Chrome browser and the Scatter extension.

Once installation is complete, click on the Scatter icon in the top right corner of Chrome browser:

1. First set your Scatter password (you can export mnemonics to prevent password loss);
2. Click on Enter Key Pair - New, then enter your EOS private key and save it;
3. Click on Identity - New, then import the EOS account you created, select the active account and save it;
4. Click Login on the game website to select the account in Scatter.

Now EOS.Win also supports Scatter Desktop. After downloading and installing from the official website, follow these steps to play games:

1. Set your Scatter Desktop password (you can export mnemonics to prevent password loss)
2. In the left tab “Blockchains”, create a new key pair and import your private key, save it, then click “Fetch Accounts” to choose an identity;
3. Click the tab “Identity” to create a new identity;
4. Log in on the website, select an account and enjoy.

5.2. Through an EOS wallet

EOS.Win now supports the Medishares and TokenPocket wallets. In the Medishares and TokenPocket app, find the icon and open it to play the game freely.

For other EOS wallets that have not yet been integrated with EOS.Win, players can use the transfer to play function by following the instructions on EOS.Win mobile website.