



# DICEGAME

PRESENTATION

In 2018, the online gambling industry is expected to surpass \$50 billion. A study by SuperData Research found that mobile gambling was up to 75% year-over-year, and that it's now accounted for over 25% of all gambling. And yet, there is a lack of transparency in knowing which sites are safe, honest and trustworthy.

Though the majority of online gambling sites are reputable, the industry lacks an effective means for a player to verify the reliability of a site. The mark of a «good» gambling site tends to be a byproduct of their reputation. Players are inclined to gravitate towards these sites, not because of the third party validation, but rather reviews they receive. Players are trusting recommendations of strangers on a forum or other informational channel.



**The DICEGAME** platform is using open source Smart Contracts on the blockchain providing access to all algorithms of the dice value and winner determination.

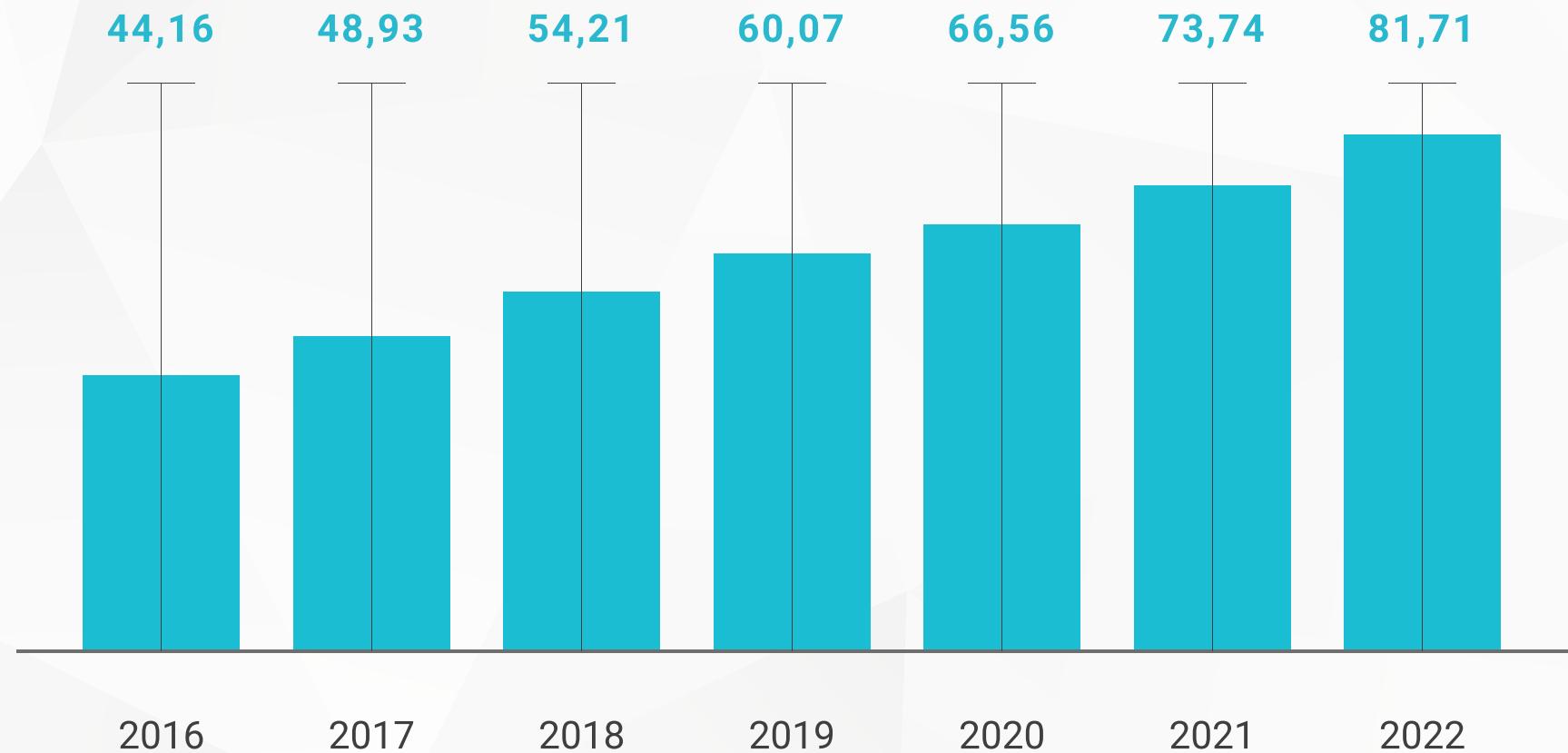


The pharaohs, imperators, common people would engage in games with dice. Lots of cheating dice were found in the digs of ancient Rome.



Thanks to blockchain technology we connect distant past and faraway future of the iGaming world.

The market volume of online gaming was forecasted to reach 51.96 billion U.S dollars in 2018, more than doubling since 2009. In 2015, the U.S casino gaming market revenue mounted to 71.1 billion U.S dollars, and Las Vegas reached 42.31 million visitors in the same year. In a spring 2016 survey by Nielsen Scarborough, almost 83 million Americans admitted to having visited a casino in the past 12 months.



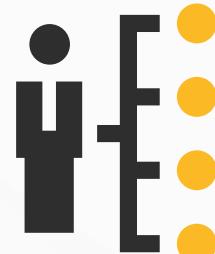
# iGAMING NEEDS BLOCKCHAIN MORE THAN MOST INDUSTRIES

-  TRANSPARENCY OF WINNING PROCES
-  ANONYMITY OF USERS
-  NO LIMITATIONS DEPOSITS  
AND WITHDRAWALS
-  HIGH TRANSACTION SPEED
-  IRREVERSIBILITY OF PAYMENTS
-  NO ASSOCIATION WITH ANY  
PARTICULAR COUNTRY OR STATE
-  NO NEED IN BANK ACCOUNTS
-  NO NEED IN EXTERNAL REGULATORS

# WHAT PROBLEMS DOES THE iGAMING MARKET HAVE ?



LACK OF TRUST IN THE SYSTEM



SPECIAL SKILLS AND  
EXPERIENCE REQUIRED



SLOW TRANSACTION SPEEDS



LIMITS ON DEPOSITS AND WITHDRAWALS



LOW SECURITY LEVEL



SLOW VERIFICATION



CENTRALIZED RANDOM  
NUMBER GENERATOR



COMMERCIAL EXPLOIT  
OF FROZEN FUNDS

# WHAT BENEFITS DOES THE PLATFORM PROVIDE FOR ITS PLAYERS?

- Players trust the system.
- Players keep control over their money.
- Users play with each other.  
DICEGAME is just the initiator and organizer of a game.
- Players' funds are not frozen, each user has the possibility to check the account of the tournament wallet anytime.
- Players have up to 50% chances to win whether they possess any specific skills related to the game or not.
- Players have a high level of security: dice values and game results cannot be altered or removed, payment transaction is secure as well.
- Players access the game faster and anonymously.

# HOW DOES THE PLATFORM RESOLVE THE PROBLEMS?

- Open source algorithms of the DICEGAME platform: the logic of dice value and winner determination is delivered by the smart contracts. With the help of these we can track the records of input and output data.
- Smart contracts do not set any limits on deposits and withdrawals.
- The platform does not use a random number generator.
- The platform does not exploit users' money, we just provide the tournament wallet to store the prize fund for a game session.
- No special knowledge is required to increase winning odds.
- Decentralization of databases is used in all algorithms of the DICEGAME platform.
- The platform does not collect unnecessary data (simplified KYC).

# WHY DO WE NEED BLOCKCHAIN ?

The transparency in regular online games (even blockchain ones) is only in payment operations.

Whereas we have discovered a new approach of integration with blockchain technology that has broader options of secure, open and transparent gaming.

All algorithms are defined in smart contracts that perform the following functions:

All the smart contracts have defined logic that cannot be altered/updated/removed. It means that there is no any way to impact game results. Moreover each and every user will be able to verify the results via the app interface inside the platform.

## SMART CONTRACT 1

organizes tournaments, creates players' pairs, collects and stores bets of tournaments, transfers prize to a winner.

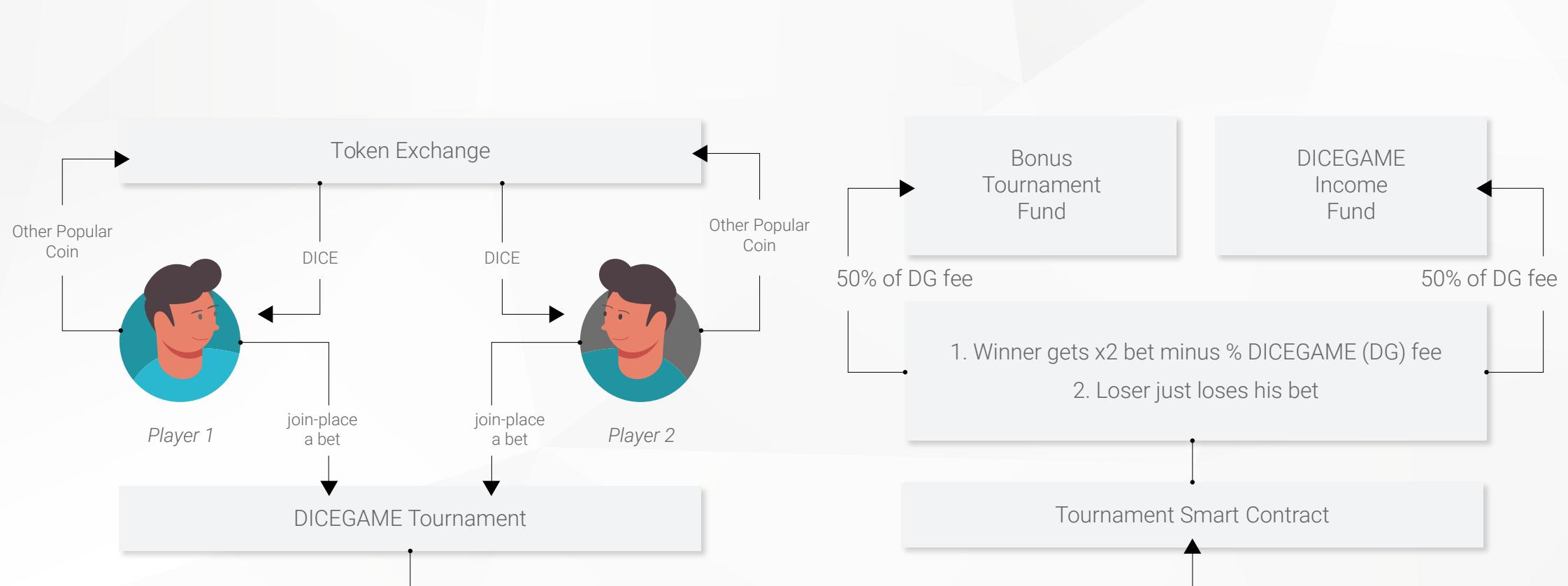
## SMART CONTRACT 2

determines dice values based on the players' data stored in the blockchain.

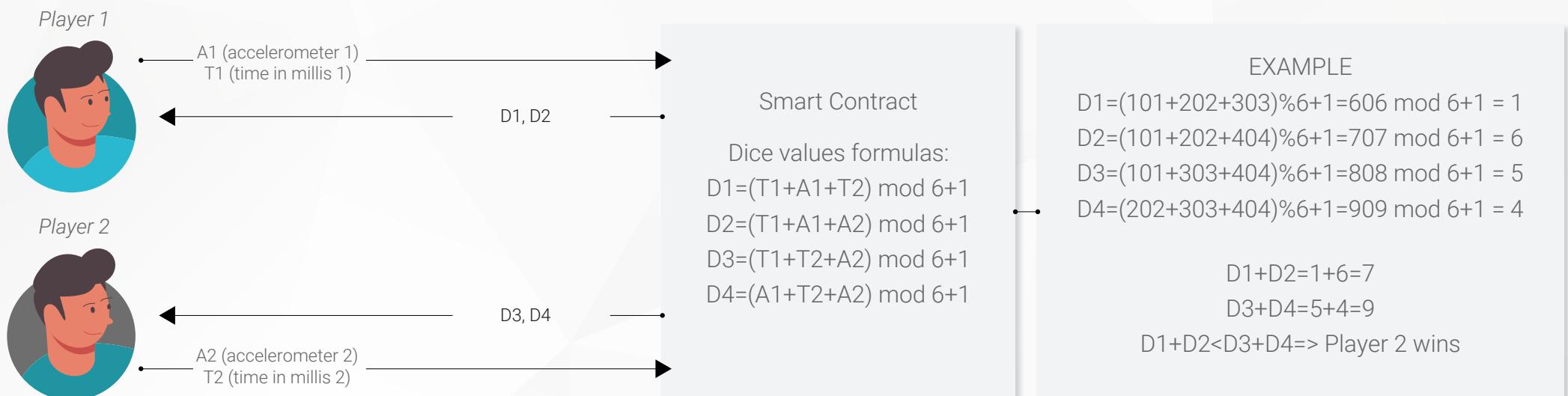
## SMART CONTRACT 3

determines winners in a game dispute.

# TOURNAMENT SMART CONTRACT

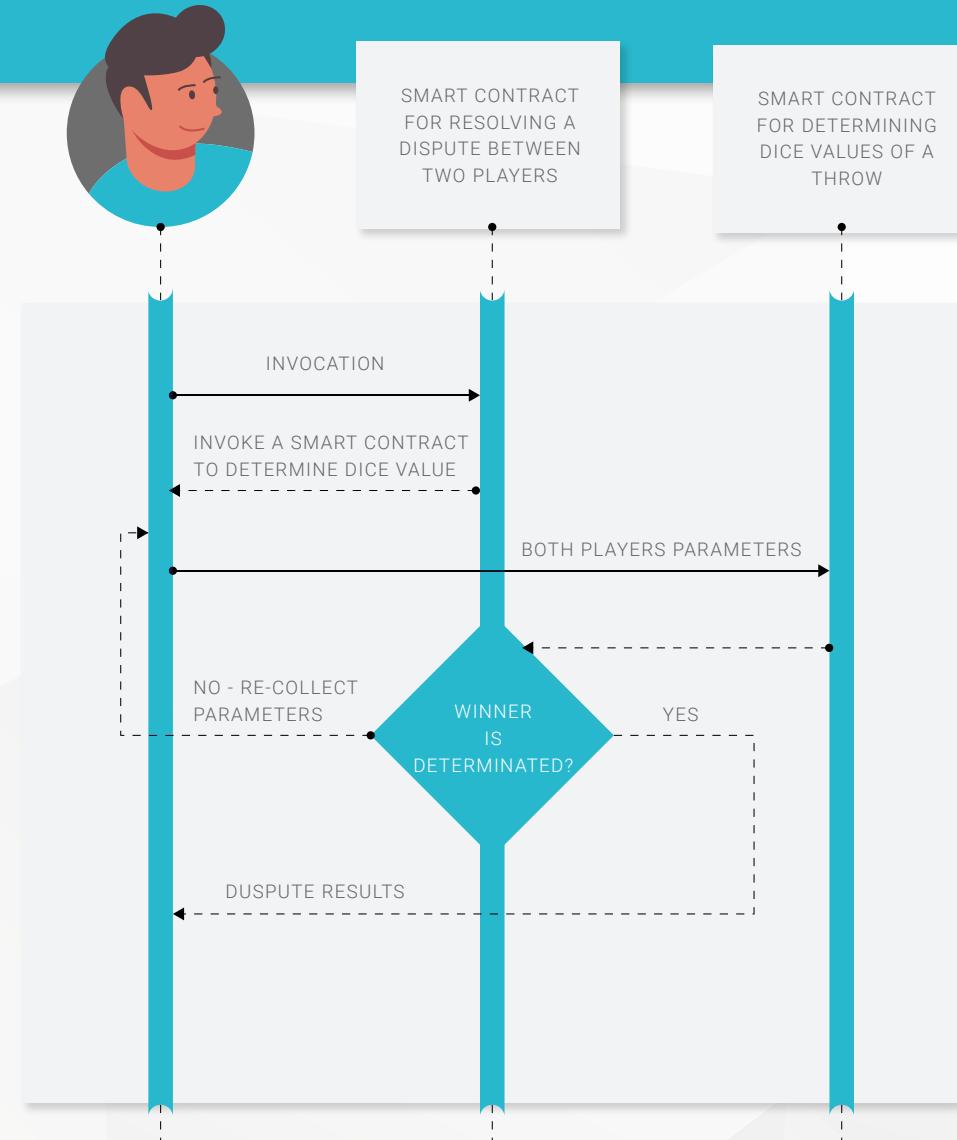


# UNIQUE DICE VALUE DETERMINATION ALGORITHM



# UNIQUE WINNER DETERMINATION ALGORITHM

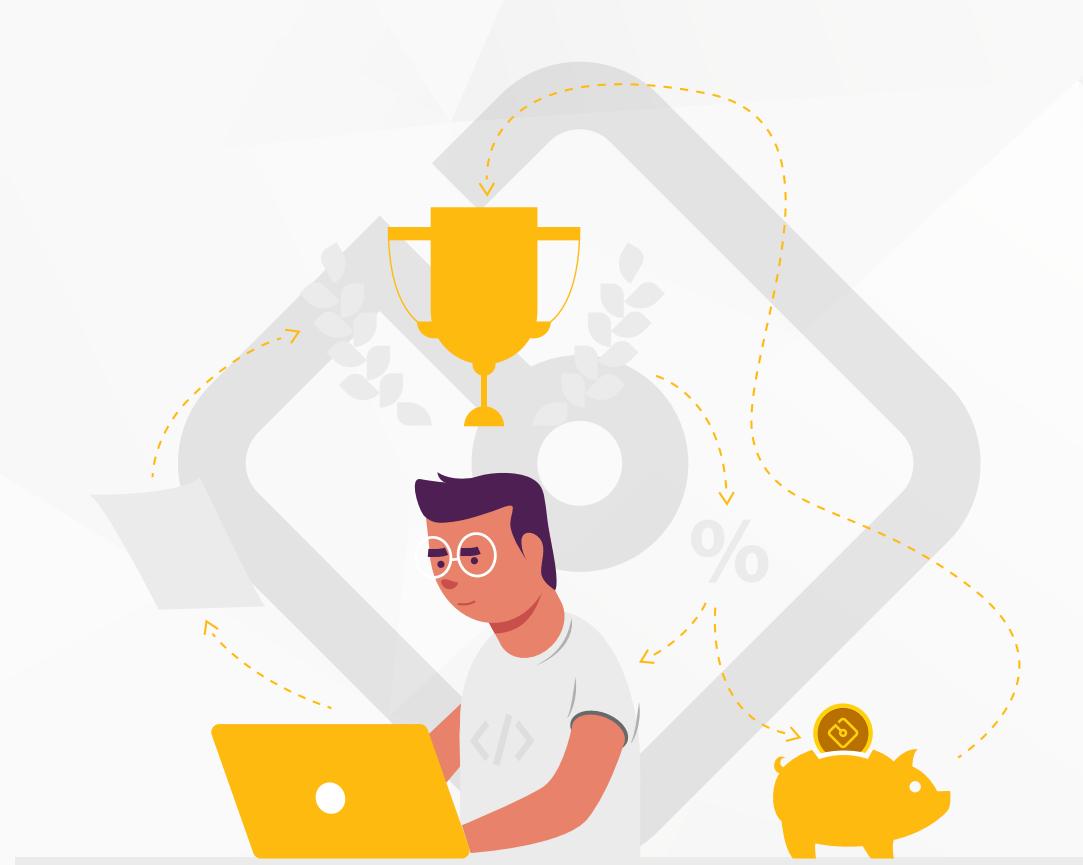
The algorithm to determine the winner in the two players dispute is implemented as the smart contract. The logic of the process is in dice rolling. The winner is the player with the greater sum of dice values. Dispute ends with two victories. To have a more interactive and interesting game, doubles can be thrown again.



When the winner is determined, the control is transferred to the smart contract the tournament. The smart contract should incorporate the results of all the disputes conducted in a tournament and make all the required processing.

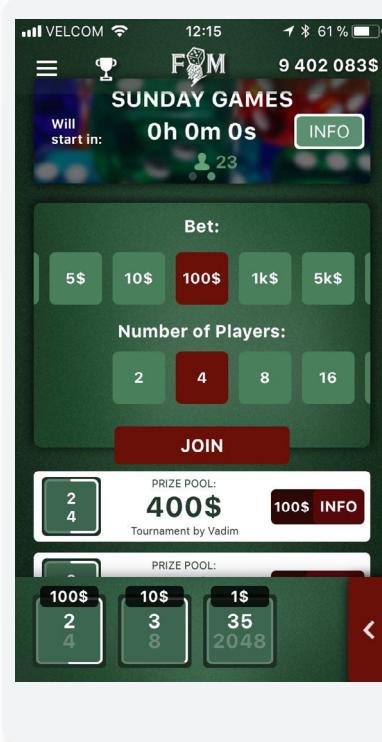
# BONUS TOURNAMENTS

The concept of the project is to conduct regular bonus tournaments with the prize find. Each new tournament or one-to-one game continuously contributes to the prize fund of the BT. After the tournament the smart contract automatically transfers the prize with the withdrawal of platform's fee. The half of this fee goes to the common prize fund of the BT, which is distributed between all bonus tournaments with the corresponding amount of the prize. Thus, prize funds will have continuous growth. There are limitations on the number of participants for all bonus tournaments depending on its type and frequency. No deposits are required to participate in the BT.



# MVP (CLIENT APPLICATION)

The minimum viable product "Factory of Dice Millionaires" is finished and available for Android, IOS and Web. Right now you can get acquainted with the mechanism of the game, take part in the tournament with up to 1000 participants and taste the passion of MVP interactivity.



# COMPARISON TABLE OF ONLINE GAMES BASED ON KEY PRINCIPLES

	FM DICE	ROULETTE	POKER	LOTTERY	BLACKJACK	SLOTS
Simple rules of a game	●	○	○	●	○	○
No specific skills or background required	●	○	○	●	○	○
P2P game	●	○	○	○	○	○
Game in the tournament format	●	○	●	○	○	○
Fast gaming session	●	●	○	○	●	●
Tournaments for free with the real prize	●	○	○	○	○	○
Up to 50% of winning odds	●	●	○	○	●	○
Tournament with 1mln of participants	●	○	○	○	○	○

# DG 1000

## PLANNED GAMES



### DICEGAME 1000

FM 1000 is a long lasting game, but it is very addictive and engaging at the same time. Those who are eager to show excellence over the energy of luck will take advantage from the game.

# DG MONOPOLY

## PLANNED GAMES



### DICEGAME Monopoly

Monopoly is the classic game in the economic strategy style. Players will be engaged in buying, leasing and selling of their own properties. The aim of the game is to be the only player with property saved.

# DG ROCK-PAPER-SCISSORS

## PLANNED GAMES



### DICEGAME Rock-Paper-Scissors

The rules of this game R-P-S are known from childhood. So now is a good time to step back and recall all the details.



# DG POKER

## PLANNED GAMES



### DICEGAME Poker

The idea of this game is that the points of all the players are put together. Then the sum is divided into the number of participants and the average number is determined. The gain or loss depends on the average from the sum of points.



# ROADMAP

L	
II quarter 2016	MARKET ANALYSIS
III - IV quarter 2016	CREATION OF THE DICEGAME PROTOTYPE
I quarter 2017	DEVELOPMENT OF THE DICEGAME PLATFORM CONCEPT
II - III quarter 2017	DEVELOPMENT OF THE FIRST DICEGAME PLATFORM GAME: FACTORY OF MILLIONAIRES (IOS, ANDROID,WEB)
IV quarter 2017	TEAM BUILDING & ADVISORS, DEVELOPMENT OF THE SMART CONTRACT DEMO VERSION
II quarter 2018	TOKENS PRE-SALE
II - III quarter 2018	TOKENS SALE
III - IV quarter 2018	DICEGAME INTEGRATION WITH BLOCKLCHAIN. DEVELOPMENT OF THE DICEGAME ROCK-PAPER-SCISSORS
IV quarter 2018 I quarter 2019	DEVELOPMENT OF THE DICE WALLET. INTEGRATION OF THE RSP GAME WITH THE DICEGAME PLATFORM
II quarter 2019	ALPHA RELEASE OF THE DICEGAME PLATFORM. DEVELOPMENT OF THE DICEGAME 1000. LISTING OF THE DICE TOKENS AT STOCK EXCHANGE
III - IV quarter 2019	INTEGRATION OF THE DG 1000 WITH THE DICEGAME PLATFORM. DEVELOPMENT OF THE DICEGAME POKER
I - II quarter 2020	INTEGRATION OF THE DG POKER WITH THE DICEGAME PLATFORM. BETA RELEASE OF THE DICEGAME PLATFORM
III - IV quarter 2020	DEVELOPMENT OF THE DICEGAME MONOPOLY. INTEGRATION OF THE DG MONOPOLY WITH THE DICEGAME PLATFORM
I quarter 2021	REPARATION OF THE DICEGAME PLATFORM TO THE INTEGRATION WITH OTHER VENDOR'S GAMES

# CEO PROJECT TEAM



Founder & leader  
of the public corporation "Prime Stream"  
(development of business architecture,  
financial regulations)

Leader  
of the public corporation "24ICE"  
(leadership and management  
direction, partners research &  
cooperation)

ENTHUSIASTIC CEO INSPIRES HIS  
TEAM TO REACH NEW HEIGHTS  
IN THE IGAMING WORLD. HIS  
HEALING POWERS ENDOW THE  
PROJECT WITH HIS HONEST SOUL  
AND OPEN HEART.

Founder & leader  
of the public corporation "Prime Stream"  
(development of business architecture,  
financial regulations)

Author of the idea & founder  
of the public corporation  
"Programming production" (team building,  
game development, legal licensing)

# CMO PROJECT TEAM

Cofounder of the «L2on.net»  
(online data base development)



MARKETING FASHION IS HIS PROFESSION. HE IS  
THE BEST AND MOST ANALYTICAL, CREATIVE AND  
EXTRAORDINARY DRIVER OF THE PROJECT.

Leader of the project in the  
«mmorpg»  
(mobilegamedevelopment)

Leader of the marketing project in the  
«ABW.BY»  
(eCommerce projects development)

# CTO PROJECT TEAM



Software Engineer at State Watcher project  
(architecture development of the complex system for monitoring and analyzing the state and parameters of network nodes)

Software Engineer at Bill + Payment project  
(development of payment system for online education service)

Software Engineer at eDelivery project (implementation of the data artifacts distribution, integration with Amazon environment)

Software Engineer at DataTrails project  
(development of data import architecture, implementation of nodes loading & linking solution)

Author of the idea & founder of the public corporation "Programming production"  
(development of technical architecture and solutions, game development)

A SHAMANIC SPIRIT AND LOVING SOUL.  
KEEPING UP WITH THE STRATEGIC GOALS AND SYSTEMATIZATION. COMPLEX SYSTEM?  
NO PROBLEM. OUR POWERFUL CTO MAKES IT LOUD AND SIMPLE.

# PR OFFICER PROJECT TEAM

Leader at Achieve3000 project, platform for online learning & training (application development and marketing of online education service)

Leader at Sephora project, leading chain in global prestige retail (mobile development of the eCommerce app, digital marketing)



Project representative & speaker in the set of business conferences in New York (Achieve3000)

Project representative & speaker in the set of business conferences in San Francisco (Sephora)

PR IS EVERYTHING AROUND COMMUNICATION AND RELATIONSHIPS. OUR KATE IS AN ENERGIZER AND SOCIALIZER TRYING TO ESTABLISH RELATIONS BETWEEN THE EARTH AND COSMOS.

# LEAD DESIGNER

## PROJECT TEAM



Content manager and visual graphics designer in the public cooperation "TechnoTorg" (eCommerce project)

Leader of the online sales service project in ABW.BY (marketing design for eCommerce projects)

Project manager & UI designer in Gruzon.by (online transportation and logistics service)

GREAT EFFORTS IN DRAWING LESSONS WERE  
NOT APPRECIATED IN SCHOOL. VITALY RAISED  
THE BAR AND DECIDED TO SHOW THE WHOLE  
WORLD. HERE WE GO, OUR DESIGNER WITH  
THE MOST POTENTIAL EVER.

# OTHER MEMBERS

## PROJECT TEAM

