

DICE Project Briefing

“Time to HODL and ROLL the \$DICE”

1. Our Team:

Our Core team has 5 members all with technical background and IT industry experience of over 10+ years. 3 Members are pure technical and are working on building the website and applications that will be part of our project. 2 members have technical and MBA background and are working on project vision, tokenomics, marketing and roadmap. Our team will expand to 8-10 members when we reach a certain point in roadmap.

2. About Project:

This project will be solely for the Elrond community and will reward them for playing games. As the name suggest, DICE will focus on building games that use Dice

Lockdown has shown how much people like playing simple games with each other over the internet. Simple Dice games where 2-4 people can play over the internet have been download reaching a billion mark. People spend lot of their time playing these games and spending money to unlock items that might help them in the game. Only team that benefits from these games is the companies who build these games. There is nothing in it for the community apart from passing time with friends (which in itself is good but not much rewarding).

We have thought through this use case and are now creating project DICE.

Why DICE?

DICE is a project that will reward its users by not only helping them enjoy with friends but also rewarding them when they win . With DICE, not only the one who wins is rewarded but the ones who are not much into the game but still hold DICE will get a share of the pie . DICE wants users to get accustomed to age old games (Like Ludo, Snake & Ladders etc.) and start earning money with it.

Our Vision is to take 30% of LUDO online gaming pie in next 5 years and making crypto gaming as simple as games that people play currently. In next 5 years, we would like to have at least 20 million users playing on our platform every month.

Our bootstrapping mechanism will ensure that as many people can get a taste of our game as possible without investing much into it and our staking/rewards mechanisms will virtually enable people to play games (and earn big if the win) without even putting money in the system.

Our first game for this project will be Ludo.

Why Ludo?

Ludo is one of the most popular game that uses Dice. During the last 2 years, Ludo has been downloaded more than **500 million times** (on iOS and Android). This is the game that engages 4 people, that uses luck and strategy and is easy to understand. It is such a simple game that anyone above 7 years can understand and play it (hence the popularity). Ludo has been one of the **top 5 most** downloaded games worldwide and continues to engage more than 70 million users every month.

3. About \$DICE token, Its incentives and the Bootstrapping phase:

\$DICE will be native token of our platform. It is a fixed supply token with total supply cap of 10 billion \$DICE. Users will be able to play games using \$DICE or \$EGLD. Initially, users will be able to buy \$DICE via our presale events. These presale events will help us understand community interest and help to create a game which has as simple and fluid UI as Elrond community expects.

Apart from Presale events, \$DICE will be distributed during marketing activities to more than 10,000 users. Once our first game is launched, we will do bootstrapping where we will reward each person who downloads our app/registers on our website with some \$DICE. Users will be given unique ID based on their herotags/EGLD wallet addresses. Additionally, to encourage people to play games, we will increase the reward for the ones winning the game during first 3 months of game launch. Details of this will be shared once we reach that phase of the project.

All these people who got \$DICE rewards can then get a flavor of how this platform and game works.

You would ask what's the need of these rewards? Like we stated earlier, our vision is to have at least 20 million users playing on our platform in next 5 years. These rewards will act as a catalyst for us to bring users to our platform and for them to understand how the platform and game works.

Will these rewards end up diluting \$DICE supply and hence price? Although bootstrapping and marketing phases are necessary and most of our model is community driven (meaning over the period of 5 years most of the \$DICE will be given out in rewards), the ones who benefit from these rewards will be Holders. Initial bootstrapping and marketing activities won't impact in initial available supply much and hence price won't be affected.

All that is good, but what will I get if I hold \$DICE? \$DICE users will be able to stake their \$DICE to earn \$DICE rewards. They will then have an option to either sell these rewards, hold them or use to play the game and end up earning more \$DICE users will also earn part of fees which will be generated after every game. This will be apart from staking income. Below is an example on how it will work:

1. 4 users play ludo betting 100 \$Dice.
2. The winner will get 225 \$Dice
3. Runner up will get 125 \$Dice
4. 50 \$DICE will be distributed to those who hold \$DICE in their wallet.

Note: These 50 \$DICE will be distributed to those who are staking their \$DICE in their wallet. Daily distribution of fees will be done by taking random wallet snapshots of the holders. To encourage people to play games, for first few months, winners will be rewarded additional 10% tokens (from the bootstrap bucket). This will be limited till we reach cap of 20% of the tokens from the bootstrap bucket.

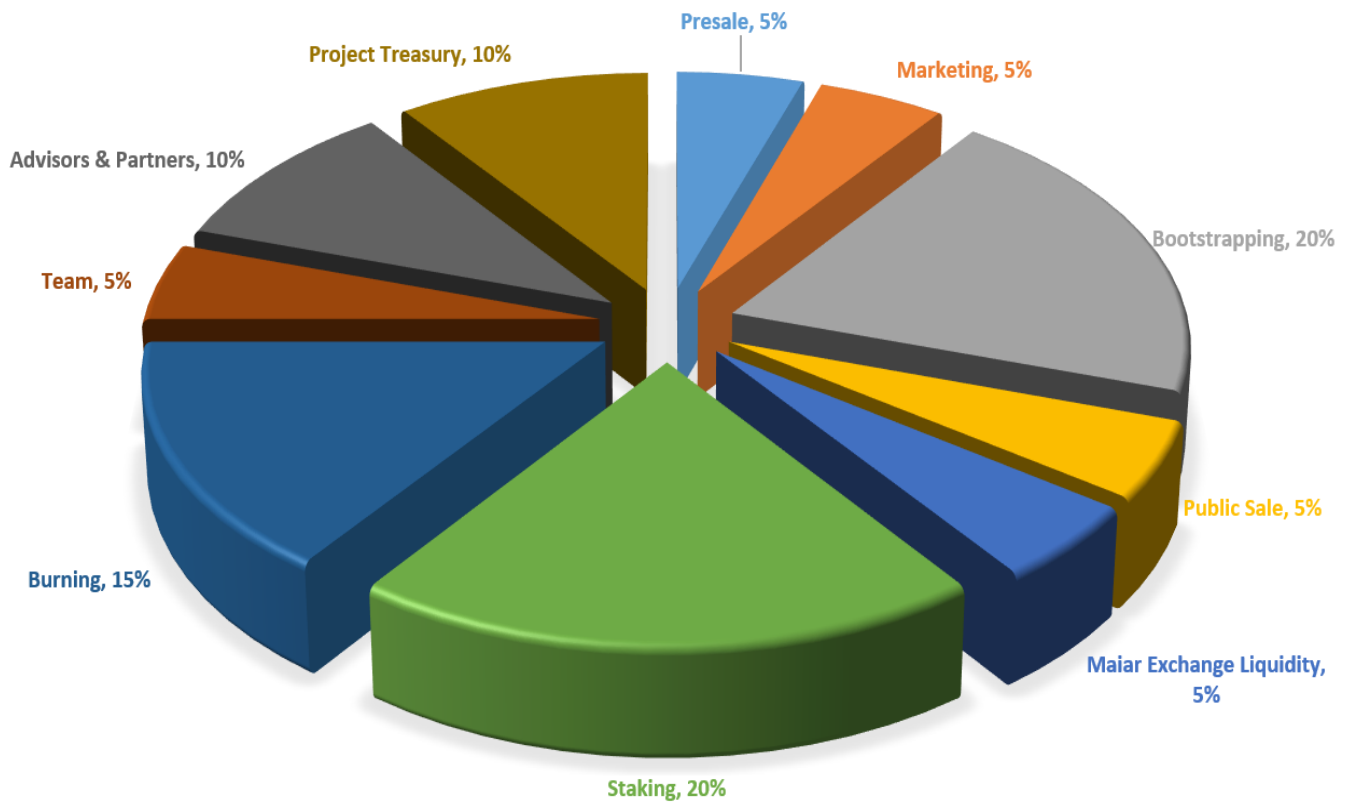
Like we stated at the beginning, this project is for the community, and we will ensure most of the rewards go out to community. These rewards will essentially mean early holders might not have to ever buy any \$DICE after presale to play game on our platform and can just use their staking/holding rewards to generate additional \$DICE needed to play the games.

LUDO is just the first game that we will introduce. There will be many games coming which will use \$DICE and hence we are focusing on getting maximum user base on our platform which will eventually increase demand for our Token.

Will there be any Token Burn: To further incentivize our community and those who will be holding the \$DICE token, we will burn \$DICE tokens and the burn amount will be equivalent to fees generate in each game played. This burn will be limited to 10% of total supply. Each game played will ensure that some \$DICE are burned making \$DICE scarcer.

4. **\$DICE Tokenomics:**

Summary of token distribution is provided in the pie chart below:



Details on the few areas highlighted above:

- **Presale:** There will be 4 presale events. In each event, 125 million dice will be up for sale. Below is how the distribution of DICE token and price will be:

Event	# of \$DICE	token price (\$)
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Presale 1	125,000,000	0.0025
Presale 2	125,000,000	0.0035
Presale 3	125,000,000	To Be Announced
Presale 4	125,000,000	To Be Announced

Tokens will not be sold on any DEX till all the 4 presales are over. Those who buy in 4th presale will get some additional bonus tokens (details of which will be shared once 3rd presale is over).

- **Bootstrapping:** This bucket is different from marketing phase. The tokens allocated to this bucket will be used as follows:
 - 1000 tokens will be given when a person first time joins our application. This will be limited to first 1 million people.
 - 20% of the bootstrap bucket (400 million tokens) will be used to provide additional reward to winners.
 - Some % of tokens will be kept aside as a bonus to those who buy in 4th presale. Details of this will be provided after 3rd presale
 - The remaining % of tokens will be used when we launch our second game.

Idea of bootstrapping is to get as many people on our platform as possible and help them understand how easy and fun it is to play our games and win. We believe once we have enough inertia, we won't require bootstrap and the fees rewards itself will be very lucrative for people to come and join us. That's why most of our bootstrapping will be focused on make first game a hit.

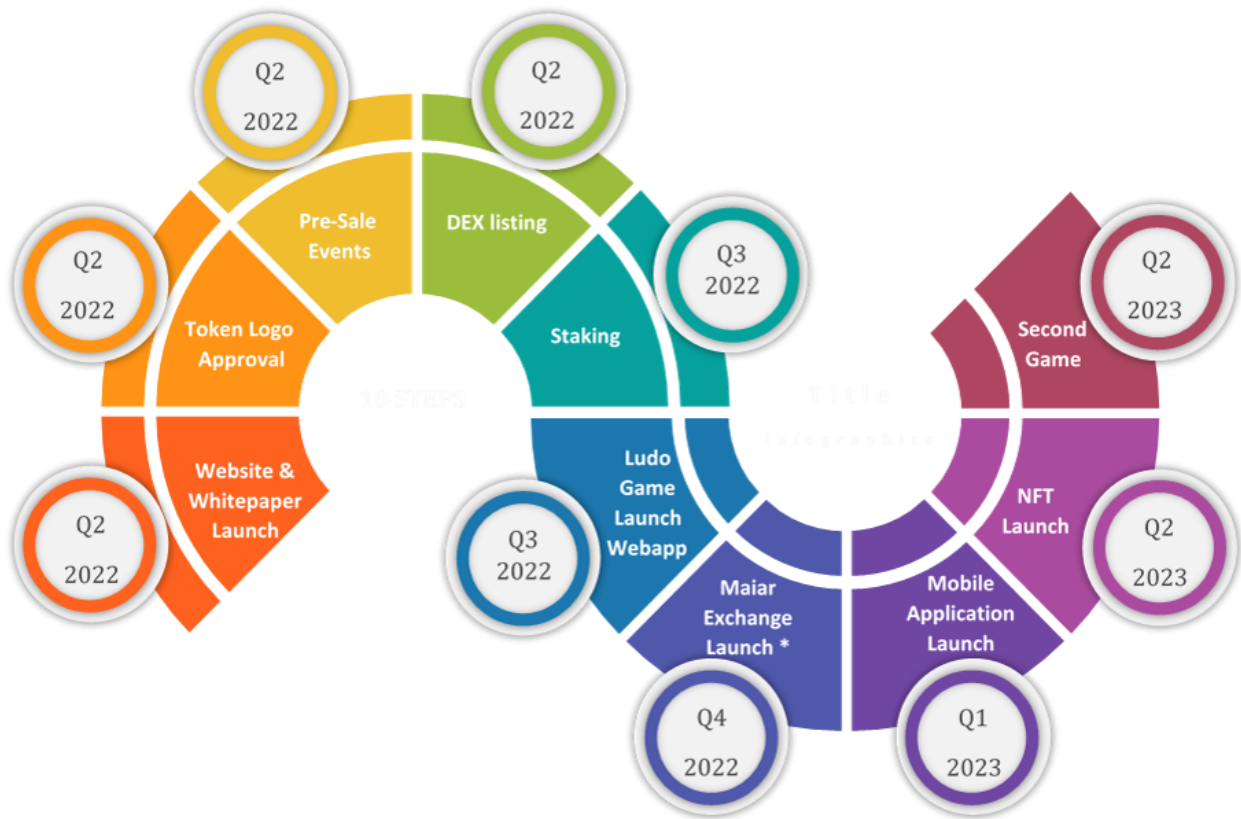
- **Staking Rewards Distribution:** Staking rewards will be given for 7 years. Below is the table showing staking reward distribution:



Remember, this doesn't mean rewards will be 0 after 7th year. Rewards generated from fees will be perpetual. As long as there are people playing games, you will be rewarded to hold \$DICE.

We are expecting by 7th year, rewards generated from fees will be more than staking distribution rewards.

5. **Roadmap:**



Additional games will be planned for 2023-2024 details of which will be shared in 2023 after NFT Launch. Details of how an NFT will be used will be shared in Jan'2023

Our vision is enabling users to earn while playing simple time-tested games, without investing much into the platform. Help us achieve our vision to become number 1 game on Elrond blockchain. We are playing our part in helping Elrond onboard next billion users. Together we will make it.