GLOSSARY

BANKROLL

V1.9

OVERVIEW

Bankroll is a social experiment on the TRON blockchain to implement a voluntary, sustainable, and permission-less universal basic income. Through a network of social games the platform provides daily dividends based on simple, permission-less, economic incentives... that are fun to play and win!!!

The Bankroll Network of games offer well defined risk to players who enjoy earning stable profit through a variety of custom dApps with game changing features not found anywhere else on public blockchains. No house edge, no bad bets, just pure dividends that players can access anytime, anywhere, using a mobile device or personal computer. The ultimate goal is Universal Basic Income (UBI) via DeFi gaming on the fast, user friendly TRON blockchain. The beauty of Bankroll is players win by participating versus trying to gamble against a casino that will always win. Bankroll offers players incentive to mine without gambling. No frustrations from losing streaks, no having to master gambling strategies , and the ability to sleep well at night while earning stable dividends.

Credits is the backbone of the Bankroll gaming network with nearly 47 million TRX in the contract. It's a HODL game where players purchase Credits, pegged 1:1 to TRX. Players earn dividends on every buy or sell and have the freedom to withdrawal at any time. Credits holders also earn more in dividends compared to TRX voting rewards. All Bankroll games feed Credits.

In previous versions of the network Luck was a Dice game, but it has been converted to a buy box for Credits. Luck offers players an opportunity to increase their Credits stack, while also mining BNKR(the tradable TRC20 token). Playing Luck mines BNKR at its current mining rate and also awards a bonus of up to 25% additional BNKR. The revolutionary Buddy System also awards users with instant referral rewards of 1% of the previous players buy, just for playing. Bankroll has no gambling in the network.

BNKR is the tradable TRC20 token of the Bankroll Network. It is mined in a variety of ways. Players earn BNKR by playing Luck, Moon, Air, claiming from the Daily, and staking. BNKR is traded on popular exchanges like Trontrade and TRXmarket, over six exchanges in all.

Moon is a PvP Uniswap style exchange with a twist, it has defined draw down. Players earn dividends based on the amount of held Moon tokens, but can only sell 20% of their holdings per week. This combined with a very slow pricing function means that large sums of funds

are required to move the price. The initial price of Moon tokens was also set at 1 TRX which means there are no DUMPS. Users also enjoy additional rewards from the 1% Buddy System on buys and sells. The goal of Moon is to create the first asset in history that is designed to appreciate while at the same time making it impossible for participants to get RECKT.

The Daily is a PvP game that gives each player 10% instant dividends and dividends based on Div Power. Each 4 hour round has a whale winner and a random winner who share the pool for that round.

Air is a free to play game that awards users with Credits and BNKR hourly just for participating. Bankroll is easy to use and funds are SAFU, without the gamble.

DAILY

DAILY

The Bankroll Network's high dividend player vs. player credit pool game. The game is based on 4-hour rounds where players purchase tickets to participate in the current round. At the end of a round, the whale winner as well as a lucky random winner will each be rewarded a portion of the jackpot prize as dividends. All players will continue to earn divs from instant divs on buys and their daily drip from the div pool **regardless** of the round outcome.

TICKETS

Tickets are purchased to participate in the current round raffle's jackpot (10 ticket strip minimum purchase). 1 Ticket = 1 TRX. They will **expire** at the end of each round purchased, however players will continue to earn divs from tickets purchased in previous rounds.

DIVS

Dividends paid out as TRX that can be claimed into Credits (for the Daily). They are pegged 1:1 with TRX. Divs can be left unclaimed to accumulate over time. They can also be rolled or claimed.

ROLL

Uses your current divs to purchase more tickets. Rolling will give you the ability to participate in the current round's raffle and also **increase** your div power.

CLAIM

Claims your current divs into Credits. Standard Credits transaction fees will be assessed (10% in and out). In the process, you will mine BNKR tokens proportionate to the amount of divs being claimed and the current mining difficulty. Your div power will also be **reduced** by 5% each time that you claim; it is recommended that you use this feature sparingly.

AUTO (BUY)

An optional feature that when enabled, allows you to continually purchase tickets in a set time interval (Example: A player can set auto buy to purchase 10 tickets every 5 minutes). This can be used to spread your ticket strip spread throughout the entire round. It will continue to buy tickets until the toggle is disabled.

DIV POWER

The player's share of the dividends from the Daily, both from instant divs on buys and the player div pool. Your div power will **fluctuate** overtime; **decreasing** as more tickets are purchased by other players, **increasing** as other players claim their divs into Credits. You can always **increase** your div power by rolling or purchasing more tickets.

REWARDS

Rewards from either winning one of the raffle's jackpots or from referral commissions. Rewards will reset to **zero** once they have been rolled or claimed.

CLAIMED

The total amount of divs that were previously claimed into Credits.

ROUND

Each round's raffle takes place within a 4 hour period. At the end of a round, 1 whale jackpot winner (player that purchased the highest amount of tickets during the round) is selected as well as 1 lucky random winner. A total of 6 rounds occur every day, and you will receive (1/6) of your estimated Daily div payout at the end of each round.

TICKETS

The total number of tickets that a player has purchased in the current round (includes buys and rolls).

LEADER

The wallet address of the player that currently holds the most tickets in the round.

LEAD TICKETS

The current number of tickets purchased by the current round's whale.

WINS

The total number of jackpots (whale/lucky winner) that a player has won all time.

PLAYERS (ROUND STATS)

The total number of players in the current round.

TICKETS (ROUND STATS)

The total number of tickets purchased during the current round.

JACKPOT

20% of all ticket buys are distributed towards a jackpot prize pool. 90% of the jackpot is paid out to the winners at the end of the round, the remaining 10% is carried over to the next round. 2 winners will be selected at the end of each round. 1 whale jackpot winner (player that purchased the highest amount of tickets during the round - given 60% of jackpot prize pool) is selected as well as 1 lucky random winner (player that purchases any number of tickets during the round is eligible - given 40% of jackpot prize pool). A whale jackpot winner **cannot** also win the side jackpot in a round.

DIVIDEND POOL

78% of all ticket buys are distributed towards a player dividend pool, 10% which is paid out **instantly** to players. The remaining 68% of the pool will pay out 2% to all players on a **daily basis**. The divs that you receive are paid out **proportionately** to your div power %. Your estimated Daily div payout can be calculated by the following: Current Div Power % * Current Div Pool Balance * 2% (Example: If 1% Div Power, 2.5 M Div Pool, 2% Daily = 0.01 * 2,500,000 * 0.02 = ~500 TRX Daily). Players will continue to earn divs from tickets purchased from previous rounds.

LIGHTNING ROUNDS

During some special events, the Daily will run lightning rounds. When lightning rounds are enabled, each round's raffle will take place during a 1 hour period (instead of the usual 4 hour round period). All other aspects and game mechanics will remain identical.

COUNTDOWN TIMER

The timer that shows the amount of time remaining in the current round. Once a round has ended, there will be a "Round Ready!" notification displayed. 3 additional blocks or transactions are required to close out the previous round and also start a new round. Any tickets purchased within these 3 blocks will go towards the new round.

SNIPING

A strategy used by some players where they purchase their ticket strip (an amount larger than the current round leader) during the last few seconds of a round in attempt to win the whale jackpot prize. This strategy can be very effective, as even if a player does not win the whale jackpot, he or she usually still has good odds to win the lucky random winner jackpot.

ACTIVITY TAB

Shows transaction history of all recent buys and rolls.

ROUND TAB

Shows current round leaderboard of top players and their total number of tickets purchased.

HISTORY TAB

Shows previous round history information including total tickets purchased, jackpot winners, number of tickets purchased by round leader, and winning ticket strip number.

LEADERBOARD

Shows all time leaderboard information of top players including their total number of tickets purchased and jackpot wins.

CREDITS

CREDITS

The Bankroll Network's stable coin where Credit holders additionally earn TRX passively as divs from the buys and sells of all players. Credits will **not** fluctuate in value and are pegged

1:1 with TRX. Credits can either be purchased directly with TRX or awarded by playing Luck, Air or the Daily.

DIVS

Dividends that are paid out instantly as TRX from buys and sells. Payouts are proportionate to the amount of Credits that a player holds as well as the total number of Credits in circulation. Divs also can be rolled, withdrawn, or left to accumulate overtime. There is **no additional transaction fee** for withdrawing your divs into your wallet.

TOTAL CREDITS

Player's current amount of accumulated Credits. This can be increased by rolling, buying additional Credits, or claiming from Air or the Daily.

ROLL

Uses your current divs to purchase more Credits. Standard Credits transaction fees will be assessed (10% in and out). Gives you the ability to **compound** your earnings.

WITHDRAW

Withdraws your total div balance directly into your wallet.

REWARDS

Rewards from referral commissions (1% of buy amount for referrer) and the buddy system. The amount listed is lumped together with your divs. Rewards will be reset to **zero** once they have been rolled or withdrawn as divs.

BUY

Purchases Credits using TRX. There is a 10% fee on buys that are distributed as the following: 8% towards Credit holders as divs, 1% towards referral commission (if applicable), and 1% towards maintenance/promotion.

SELL

Sells Credits for TRX. There is a 10% fee on sells that are distributed as the following: 8% towards Credit holders as divs, 1% towards referral commission (if applicable), and 1%

towards maintenance/promotion. TRX from sells are **moved over to your divs** and are available to withdraw at any time.

DIVIDEND POOL

90% of all TRX used to purchase power ups from BNKR staking are distributed towards a separate Credits dividend pool. Additionally, 1% of the TRX from rolls in Luck and 1% of buys in Moon are distributed towards this pool. 1.1% of the pool balance will be paid out towards all Credit holders **daily** through a special donation function. The donated amount does **not** form a position in the Credits contract and is completely **non-dilutive**. This means that all players will receive nearly 10x the div amount that they would normally receive for an equivalent buy/sell in Credits.

TRANSFER

Transfers Credits from your account as divs to the recipient address of your choice. There is a 1% transaction fee. Promoters/influencers can also use the random referral selection feature for giveaways.

LUCK

The Bankroll Network's reimagined dice game that provides an alternative for purchasing Credits, incentivizing players through buddy system rewards and mining BNKR tokens in the process.

HISTORY TAB

Shows transaction history of recent buys, sells, referral rewards, and transfers.

STATS

Shows current distribution of Credits. Also includes a calendar of the total Credits buy/sell volume from a daily, weekly, and all time perspective.

LEADERBOARD

Shows leaderboard information of top 100 Credits holders including their wallet address and balance.

LUCK

LUCK

The Bankroll Network's reimagination of their original dice game, albeit no longer a gamble. Every roll purchases credits with TRX while simultaneously registering a player in the buddy system and mining BNKR as an added bonus. Standard Credits transaction fees will be accessed (10% in and out). Players will mint BNKR tokens proportionate to the amount rolled and the current mining difficulty (see section titled 'BNKR: Mining Difficulty' for more information). Funds from rolls will be distributed as the following: 92% towards Credits (including 1% as a Buddy System referral commission), 2% towards the BNKR Depot dividend pool, 5% towards MOON token holders as direct dividends, and 1% towards the Credits dividend pool.

BUDDY SYSTEM

While rolling, a player has the chance to receive 1% of the wager amount from the player rolling ahead of them as a referral commission. The awarded amount will appear in your rewards/divs in Credits. This system only works when other players are simultaneously rolling and does not reward any self-referrals.

CREDITS

Credit holders passively earn TRX as Divs from the buys and sells of all players. Credits will **not** fluctuate in value and are pegged 1:1 with TRX. Credits can either be purchased directly with TRX or awarded by playing Luck, Air, or the Daily.

ROLL (AUTO)

An optional feature that when enabled, allows you to continually roll in Luck. Auto rolling in smaller amounts is by far the best way to mine BNKR/buddy system rewards, as players are less affected by variance. For extended mining sessions, players will be able to mine BNKR closer to the **average** mining cost.

BONUS %

For every roll in Luck, a RNG (Random Number Generator) will generate a random number from 0-25, which awards a **bonus** percentage to the amount of BNKR mined. For example, at a mining cost of 200, a 200 TRX roll will mine between 1-1.25 BNKR.

DIVIDEND TIP JAR

Players are able to donate TRX towards the dividend tip jar. 100% of donations go towards supporting the Credits dividend pool (See section titled 'Credits: Dividend Pool' for more information). A larger pool balance means that Credit holders will receive more daily divs.

CREDITS (STATS)

The total amount of TRX that players have rolled via Luck and subsequently gone into Credits.

DEPOSITS

The total amount of TRX that a player has put through Luck.

WON BNKR

The total amount of BNKR mined by all players through playing Luck (includes bonus %'s awarded).

ROLLS

The total number of rolls by all players playing Luck.

AIR

AIR

The Bankroll Network's free airdrop system that awards **free Bankroll Credits** for user participation. Every 1 hour, one lucky winner is **randomly** selected to win 25 Bankroll Credits. An **equal amount** (25 TRX worth of Credits) will also be paid out to the

community (Credit holders) as dividends. The lucky winner will also receive a BNKR airdrop proportionate to their Credits received and the current mining difficulty.

ROLLS

The total number of times that a player has rolled to enter an Air raffle.

AWARDED

Player's total number of Bankroll Credits won via Air.

WINS

The total number of airdrops that a player has won all time.

FREE ROLL

Redeems an entry for the player to participate in the current round's airdrop raffle. This transaction is **completely free** aside from any standard network energy costs (which can be reduced zero by freezing enough TRX). A player can only roll **once** per round. Additional rolls during a round will **not** increase their odds of winning.

ROUND/LAST ROUND

Each round's airdrop raffle takes place within a 1 hour period. A total of 24 rounds occur every day, meaning that 24 random winners will be chosen to receive a free airdrop daily. The 'Last Round' stat shows the last round number that a player completed their free roll.

ACTIVITY TAB

Shows recent transaction activity on Air.

HISTORY TAB

Shows transaction history of previous rounds including the total number of players, the lucky winner, and lucky roll number.

BNKR

The Bankroll Network's official token (TRC-20) that captures value by being scarce, having a progressive mining difficulty, and being tradable/listable on exchanges (currently available on TronTrade, TRXMarket, TronWatch, DDEX, and PlayRoyal). It currently is stakeable and will be integrated into other dapps in Bankroll ecosystem in the near future. It has a **maximum** supply of 21 million tokens. The mining difficulty will **begin** at 200 TRX and **increase** exponentially for every 1 million tokens mined (see section titled 'Mining Difficulty' for more information). BNKR tokens can be mined by staking, as well as claiming TRX into Credits by playing Luck or the Daily. Playing Air will also award the lucky winner BNKR tokens. They **cannot** be mined through directly buying or rolling in Credits; it is recommended that players purchase Credits directly through Luck as they will also be able to mine BNKR. Additionally, the Genesis block will distribute 10% of the total token supply to the Bankroll team for development and promotional purposes.

INSTANT BONUS ELIGIBILITY

All players mining or swapping BNKR tokens are eligible to receive a **free airdrop** of additional tokens if they meet the minimum eligibility requirement. The current **minimum** is 400.00 BNKR tokens mined to receive a 50 BNKR bonus. This airdrop can be claimed by clicking the instant bonus button.

SWAP

Swap allows players to trade their legacy BNKR tokens for the newly upgraded token. It is recommended that players swap to the new token as exchanges have **delisted** the old token (replacing it with new one). Also, players are **required** to swap to the new token in order to participate in staking. **Instructions to swap**: Click 'Swap' from the BNKR page (next to 'Tutorial'), followed by the 'Approve' button then followed by the 'Swap' button. Once you have successfully swapped to the new token, it should now show up in your wallet balance.

DIVS

BNKR dividends that are paid out **instantaneously** from staking rewards. Divs can be rolled, withdrawn, or left to accumulate overtime. Payouts are proportionate to the amount of BNKR that a player has staked, their power level, and the current mining difficulty. You can calculate your estimated daily divs with the following equation: BNKR amount staked * (200/current mining cost) * (power level daily % yield). For example, if 5,000 BNKR staked, 200 TRX current mining cost, and power level 6 = 5,000 * (200/200) * (0.005) = ~25 BNKR daily.

FREEZE

Freezes BNKR from your wallet into the staking contract (minimum requirement of 1 BNKR). Once you freeze, your staking ready countdown timer will reset (1 hour period) before you are able to do any additional action (roll, withdraw, unfreeze, etc.). You can still freeze at **anytime** (even when your staking ready countdown timer is not ready), however freezing any additional amount will **reset** this timer back to 1 hour. **IMPORTANT**: Players must purchase a **minimum** of 1 power level and also must **activate** the "staking enabled" toggle (below the 'Freeze' button) prior to freezing, otherwise you will be unable to unfreeze your tokens and/or earn staking rewards. Players must also **withdraw or roll** their divs prior to freezing, otherwise you will **LOSE** your outstanding divs.

POWER UP

Purchases power levels using TRX. Power levels are **required** for players to stake their tokens and earn rewards (minimum of level 1). The breakdowns for power levels are as the following:

Level 1 = 1,000 TRX = 10% mining efficiency*

Level 2 = 5,000 TRX = 20% mining efficiency*

Level 3 = 10,000 TRX = 40% mining efficiency*

Level 4 = 20,000 TRX = 60% mining efficiency*

Level 5 = 50,000 TRX = 80% mining efficiency*

Level 6 = 100,000 TRX = 100% mining efficiency*

* = Mining efficiency impacts daily rewards; the higher your efficiency the greater the rewards. Rewards will vary based on the current mining cost (see below & section titled 'Mining Difficulty' for more information)

The TRX price listed is the purchase price for **each** level (Example: You will need to spend 186,000 TRX total in order to reach max level 6). Funds from purchases will be distributed as the following: 90% donated into the Credits dividend pool (completely non-dilutive), with 1.1% of the balance being dripped on a daily basis. This will **directly** benefit all players that hold Credits. The remaining 10% will go towards the Air contract balance for promotional purposes. You can calculate your estimated daily staking rewards with the following equation: BNKR amount staked * (200/current mining cost) * (power level daily % yield). For example, if 10,000 BNKR is staked, 200 TRX current mining cost, and power level 4 = 10,000 * (200/200) * (0.003)) = ~30 BNKR daily.

UNFREEZE

Unfreezes your frozen BNKR (entire amount) from the staking contract and sends them directly to your wallet. Once you unfreeze, your staking ready countdown timer will reset (1 hour period) before you are able to do any additional action (roll, withdraw, unfreeze, etc.). **IMPORTANT:** Players must **withdraw or roll** their divs prior to unfreezing, otherwise you will **LOSE** your outstanding divs. You also **must** have purchased a power level (minimum of level 1), otherwise you will be unable to unfreeze your tokens. You will be able to refreeze immediately or trade your tokens once they have been unfrozen.

ROLL

Stakes your current divs into the staking contract. They will be frozen immediately and added to your total frozen balance. Once you roll, your staking ready countdown timer will reset (1 hour period) before you are able to do any additional action (roll, withdraw, unfreeze, etc.). Gives you the ability to **compound** your staking rewards.

WITHDRAW

Withdraws your current divs to your wallet. Once you withdraw, your staking ready countdown timer will reset (1 hour period) before you are able to do any additional action (roll, withdraw, unfreeze, etc.).

FROZEN

The total number of BNKR tokens that a player has frozen via staking.

WALLET

The total amount of BNKR tokens in a player's wallet. This number will **not** include legacy BNKR tokens until they have been swapped.

LEVEL

Player's current power level. Players can **upgrade** their power level at anytime by clicking the 'Power Up' button and purchasing them with TRX. Their power level will also help **determine** their staking rewards. Power levels will net the following daily returns: Level 1 - 0.05%, Level 2 - 0.1%, Level 3 - 0.2%, Level 4 - 0.3%, Level 5 - 0.4%, Level 6 - 0.5%. These values are based on the current mining difficulty (Stage 2) and the actual yield will **fluctuate** as mining difficulty increases overtime (see section titled 'Power Up' for more info).

MINED

The total number of BNKR tokens that a player has mined. This includes tokens that were swapped or mined through any of the Bankroll Network games.

ROLLS

Player's total number of rolls via BNKR staking.

MINING DIFFICULTY

The current TRX cost to mine BNKR tokens. This number will progressively increase as more tokens are mined. Each stage will have a total of 1 million tokens to be mined. Mining cost can be calculated by the following equation: $50 * (\text{Stage\#}^2)$. Mining will begin on stage 2 (Example: $50*(2^2) = 200$ TRX mining cost), with stage 3 beginning once total mined reaches 3 million tokens. The mining cost breakdown for each stage is the following:

Stage #: Mining Cost, Stage Beginning Token Supply

Stage 2 (beginning): 200 TRX, 2.1 million

Stage 3: 450 TRX, 3 million

Stage 4: 800 TRX, 4 million

Stage 5: 1,250 TRX, 5 million

Stage 6: 1,800 TRX, 6 million

Stage 7: 2,450 TRX, 7 million

Stage 8: 3,200 TRX, 8 million

Stage 9: 4,050 TRX, 9 million

Stage 10: 5,000 TRX, 10 million

Stage 11: 6,050 TRX, 11 million

Stage 12: 7,200 TRX, 12 million

Stage 13: 8,450 TRX, 13 million

Stage 14: 9,800 TRX, 14 million

Stage 15: 11,250 TRX, 15 million

Stage 16: 12,800 TRX, 16 million

Stage 17: 14,450 TRX, 17 million

Stage 18: 16,200 TRX, 18 million

Stage 19: 18,050 TRX, 19 million

Stage 20: 20,000 TRX, 20 million

Stage 21: mining ends, 21 million

MAX DAILY RETURN

This global stat represents the current maximum daily percentage return at max power level = 6, while also factoring in the current mining difficulty. It will remain static within a mining stage however, it will shift as the mining cost increases. It is the most accurate indicator to determine the maximum potential daily % returns for staking rewards over long periods of time.

TOTAL MINED

The total number of BNKR tokens that have been mined so far. This amount includes tokens that have been mined or swapped by players, as well as the tokens that were distributed from the Genesis block.

REMAINING SUPPLY

The total number of BNKR tokens that are remaining in supply (unmined tokens).

TOTAL FROZEN

The total number of BNKR tokens that are currently frozen in the staking contract.

TRANSACTIONS

The total number of transactions that have occurred via BNKR staking.

BNKR TRX DEPOT

DEPOT

The Bankroll Network's **free** alternative staking pool where players are able to freeze their BNKR tokens and earn **TRX** dividends. Unlike regular BNKR staking, there is **no minimum purchase requirement** of a power level in order to participate and start earning rewards. Players are able to stake in both pools if they choose. In doing so, they can compound both their BNKR and TRX rewards simultaneously.

BNKR

The Bankroll Network's official token (TRC-20) that captures value by being scarce, having a progressive mining difficulty, and being tradable/listable on exchanges. It currently is stakeable and will be integrated into other dapps in Bankroll ecosystem in the near future.

DIVS

Dividends that are paid out as TRX from the Depot dividend pool. 8% of the dividend pool amount is paid out each day (or 2% every 6 hours). Payouts are proportionate to the amount of BNKR that a player is staking in Depot, as well as the total number of BNKR in the Depot pool. Divs also can be rolled, withdrawn, or left to accumulate overtime. There is **no additional transaction fee** for withdrawing your divs into your wallet. You can calculate your estimated daily staking rewards with the following equation: (BNKR amount staked /

Total BNKR staked in Depot pool) * (8% daily * Depot dividend pool amount). For example, if a player stakes 10,000 BNKR, with 100,000 total BNKR staked in the pool, and a dividend pool amount of 200,000 TRX = (10,000 / 100,000) * (0.08*200,000) = (0.1)*(16,000) = ~1,600 TRX daily.

FROZEN

The total number of BNKR tokens that a player has frozen via Depot.

WALLET

The total amount of BNKR tokens in a player's wallet.

TOTAL WITHDRAWN

The total amount of TRX a player has withdrawn as divs via Depot.

TOTAL ROLLED

The total amount of TRX that a player has rolled via Depot.

TOTAL MINED

The total number of BNKR tokens that a player has mined through Depot. This amount includes tokens that have been mined through a player rolling their dividends.

FREEZE

Freezes BNKR from your wallet into the Depot staking contract. Once you freeze, your Depot ready countdown timer will be **set** to 24 hours. During this period, you will be unable to unfreeze your BNKR tokens. Refreezing additional tokens will **reset** this timer to 24 hours. Players **must** also enable their Depot toggle in order to begin earning staking rewards.

UNFREEZE

Unfreezes your frozen BNKR (entire amount) from the Depot staking contract and sends them directly to your wallet. Any outstanding TRX divs will also be sent your wallet.

ROLL

Uses your current TRX divs to purchase into Credits. Standard Credits transaction fees will be assessed (10% in and out). You will also mint BNKR at 100% of the TRX value against the current mining difficulty. Gives you the ability to **compound** your TRX earnings as well as mine BNKR.

WITHDRAW

Withdraws your total div balance directly into your wallet.

DEPOT POOL

The total number of BNKR tokens that are currently frozen in the staking contract.

DIVIDEND POOL

2% of all the TRX rolled through Luck is distributed towards a separate Depot dividend pool. 8% of the pool balance (or 2% every 6 hours) will be paid out towards players staking BNKR in Depot **daily**. Other dapps in the Bankroll ecosystem and partners may be integrated to feed into this pool in the future.

MOON

MOON

The Bankroll Network's high dividend player vs. player HODLing game that has **defined risk**. Players can purchase MOON tokens and earn by mining BNKR off each roll, accumulating passive TRX divs, and watching their token value MOON! Every time a player buys, your MOON tokens are worth **slightly more**, when they sell, **slightly less**. Worried about DUMPS? No problem! MOON is designed to be **dump proof**, as players can only sell up to 20% of their tokens **a week**. And when they do, you will earn massive DIVS! Dumps create **opportunities** for ALL to stack up on MOON and BNKR at a **lower cost basis**.

BUDDY SYSTEM

While buying or rolling in Moon, a player has the chance to receive 1% of the buy or sell amount from the player ahead of them as a referral commission. The awarded amount will

appear in your total rewards in Moon; with the exception of sells, where the rewards will appear in your Credits referral rewards.

DIVS

Dividends that are paid out **instantaneously** as TRX from buys, sells, and rolls of MOON tokens. Additionally, 5% of the TRX rolled via Luck is paid out as direct divs to MOON holders. Divs can be rolled or withdrawn, or left to accumulate overtime. Payouts are proportionate to the amount of MOON tokens that a player holds, as well as the total number of MOON tokens in circulation. There is **no** additional transaction fee for withdrawing your divs into your wallet.

BUY

Purchases MOON tokens using TRX. The fees from buys are distributed as the following: 4% towards MOON token holders as divs, 1% as referral commission (via the buddy system), and 1% donated towards Credits dividend pool. You will also mint BNKR at 50% of the TRX value against the current mining difficulty.

ROLL

Uses your current divs to purchase more MOON tokens. Standard Moon transaction fees will be assessed (5% in and out). You will also mint BNKR at 50% of the TRX value against the current mining difficulty. Gives you the ability to **compound** your earnings.

DUMP

Sells MOON tokens for TRX into Credits. The fees from sells are distributed as the following: 5% towards MOON token holders as divs, 1% as a Credits referral commission (via the buddy system). You will also mint BNKR at 50% of the TRX value against the current mining difficulty. Additionally, standard Credits transaction fees will be assessed (10% in and out).

DUMP COUNTDOWN TIMER

The timer that shows the time remaining before a player is able to dump their MOON tokens. Once allowed, there will be a "Dump Ready!" notification displayed. **IMPORTANT:** Players will only be able to dump a **maximum** of 20% of their total MOON tokens for each dump cycle. For example, if a player is holding 100 MOON, he or she will only be able to

sell 20 MOON once their countdown timer permits. Once you dump, your dump countdown timer will **reset** to 7 days before you are able sell again.

WITHDRAW

Withdraws your current TRX divs to your wallet.

WALLET

The total amount of MOON tokens in a player's wallet.

TOTAL REWARDS

Rewards from referral commissions (1% of buy amount for referrer) via the buddy system. The amount listed is lumped together with your divs. Rewards will be reset to **zero** once they have been rolled or withdrawn as divs.

TOTAL MINED

The total number of BNKR tokens that a player has mined via Moon.

TOTAL WITHDRAWN

The total amount of TRX a player has withdrawn as divs via Moon.

TOTAL DUMPED

The total amount of MOON a player has dumped via Moon.

PRICE

The current TRX price for each MOON token. This price will **fluctuate** based on the volume of buys and sells, **increasing** slightly for buys, **decreasing** slightly for sells.

SUPPLY

The total number of MOON currently in circulation. This amount will **increase** as more tokens are bought, **decreasing** as tokens are sold and burned.

TOTAL DUMPS

The total number of dumps that have occurred via Moon.

TRANSACTIONS

The total number of transactions that have occurred via Moon.

CASH

CHANGELLY

Changelly is an instant cryptocurrency exchange that allows you to exchange crypto fast and buy it with a bank card. The service provides the best crypto-to-crypto rates and supports over 140 cryptocurrencies available for exchange.

EMAIL ACCOUNT (CHANGELLY)

Your email is required to create an account that grants you access to your transaction history, password editing and other account settings. Alternatively, you can create an account using an already-existing Facebook or Twitter.

WALLET ADDRESS

A wallet is a digital place where you can store cryptocurrency coins and tokens. A wallet address is a randomly generated combination of digits and letters that is associated with a particular wallet.

Changelly does not provide wallet addresses and never stores user deposits. To exchange cryptocurrencies on Changelly, you need to provide a previously-existing wallet address where you can receive your exchanged currency.

RECIPIENT ADDRESS

In any transaction there is always a sender and a recipient. The recipient's address is the wallet address where you will receive the currency you buy. For example, if you want to buy TRON (TRX), you should specify an TRX wallet address in the recipient field, and Changelly will send coins to this address once the transaction is complete.

In general, the recipient's wallet address is a customer's address Changelly will send coins to once a transaction is complete.

DESTINATION ADDRESS

For convenience, Cash populates your wallet address with the Destination address which you can use when sending funds to be converted to TRX based on the wallet you are currently using. With a click it is copied to the clipboard and can be pasted into Changelly.