



# **WHITE PAPER BANKROLL**

**V3.0**

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# OVERVIEW

Bankroll is a premiere decentralized finance network on the Tron and Ethereum blockchain. It implements a voluntary, sustainable, and permissionless economic global engine. Through a network of financial contracts the platform provides rewards in TRX, ETH, BTT, VLT, LINK, BAT, DAI, and BNKR. Bankroll... to play and win!!!

The Bankroll Network offers financial applications that provide well defined risk to players who enjoy earning stable profits 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 beauty of Bankroll is players winning by participating versus trying to gamble against an exchange or casino that will always win. Bankroll offers players incentive to earn without unnecessary risk. No frustrations from losing streaks, no having to master gambling strategies, and the ability to sleep well at night while earning stable dividends.

# BNKR

## BNKR

The Bankroll Network's official token (TRC-20) on the TRON blockchain that captures value by being scarce, having a progressive mining difficulty, and being tradable/listable on exchanges (currently available on Bankroll Swap, TronTrade, Poloni Dex, TronWatch, Newdex, and PlayRoyal). It currently is **stakeable** and can be **frozen** in the BNKR Depot to receive TRX dividends passively. It can also be staked in Stack: BNKR Edition to earn passively and accumulate more BNKR overtime. Additionally, players can stake their BNKR and TRX into Swap to become a **liquidity provider** and earn passive income from the exchange fees. It has a **maximum** supply of 21M tokens. The mining difficulty will **begin** at 200 TRX and **increase** exponentially for every 1M tokens mined (see section titled 'Mining Difficulty' for more information). BNKR tokens can be mined by staking and playing most of the Bankroll Network games; including staking TRX in Save, and buying/rolling/selling in Daily+. Playing Air will also award the lucky winner BNKR tokens. They **cannot** be mined through directly buying or rolling in Credits. Additionally, the Genesis block will distribute 10% of the total token supply to the Bankroll team for development and promotional purposes.

## DISTRIBUTION

BNKR is a mineable token and has a mining difficulty that increases exponentially every 1M tokens mined. At the launch of the BNKR contract an 10% genesis mine of the total 21M supply, 2.1M tokens. The genesis tokens were initially distributed as follows on 08/08/2019:

- Custody Operations - 1M
- Initial Network Airdrop - 700K
- Exchange Sales - 400K

The goal of custody is to constantly assist in the circulation and distribution of BNKR. As of this writing, 05/04/20 custody controls 421K out of 5.58M total mined to date.

## 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 starting **minimum** is 400.00 BNKR tokens mined to receive a 50 BNKR bonus and this required amount will increase as the mining difficulty stages progress. This airdrop can be claimed by clicking the instant bonus button.

## 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 5K BNKR staked, 200 TRX current mining cost, and power level 6 =  $5,000 * (200/200) * (0.005) = \sim 25$  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 = 1K TRX = 10% mining efficiency\*

Level 2 = 5K TRX = 20% mining efficiency\*

Level 3 = 10K TRX = 40% mining efficiency\*

Level 4 = 20K TRX = 60% mining efficiency\*

Level 5 = 50K TRX = 80% mining efficiency\*

Level 6 = 100K 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 186K 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 10K BNKR is staked, 200 TRX current mining cost, and power level 4 =  $10,000 * (200/200) * (0.003) = \sim 30$  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 **1M** 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 3M tokens. The mining cost breakdown for each stage is the following:



## **Stage #: Mining Cost, Stage Beginning Token Supply**

Stage 2 (beginning): 200 TRX, 2.1M

Stage 3: 450 TRX, 3M

Stage 4: 800 TRX, 4M

Stage 5: 1.25K TRX, 5M

Stage 6: 1.8K TRX, 6M

Stage 7: 2.45K TRX, 7M

Stage 8: 3.2K TRX, 8M

Stage 9: 4.05K TRX, 9M

Stage 10: 5K TRX, 10M

Stage 11: 6.05K TRX, 11M

Stage 12: 7.2K TRX, 12M

Stage 13: 8.45K TRX, 13M

Stage 14: 9.8K TRX, 14M

Stage 15: 11.25K TRX, 15M

Stage 16: 12.8K TRX, 16M

Stage 17: 14.45K TRX, 17M

Stage 18: 16.2K TRX, 18M

Stage 19: 18.05K TRX, 19M

Stage 20: 20K TRX, 20M

Stage 21: mining ends, 21M

## **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 multiple pools if they choose (regular BNKR staking, BNKR TRX Depot, and Stack). 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 can be staked to receive BNKR or TRX dividends passively.

## 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:  $(\text{BNKR amount staked} / \text{Total BNKR staked in Depot pool}) * (8\% \text{ daily} * \text{Depot dividend pool amount})$ . For example, if a player stakes 10K BNKR, with 100K total BNKR staked in the pool, and a dividend pool amount of 200K TRX =  $(10,000 / 100,000) * (0.08 * 200,000) = (0.1) * (16,000) = \sim 1,600$  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). Once you roll, your staking timer will **reset** (24 hour period) before you are able to unfreeze your BNKR tokens. 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 and also mine BNKR.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet. Once you withdraw, your staking timer will **reset** (24 hour period) before you are able to unfreeze your BNKR tokens.

## **DEPOT POOL**

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

## **DIVIDEND POOL**

2% of the TRX from buys/rolls in the Daily+ will go towards this same 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.

# STACK: BNKR EDITION

## STACK

The Bankroll Network's alternative BNKR staking pool where players are able to purchase STCK using BNKR and earn rewards. STCK will **not** fluctuate in value and is pegged 1:1 with BNKR. By holding STCK, players will earn **BNKR** passively as divs from the community drip dividend pool. Unlike regular BNKR staking, there is **no minimum purchase requirement** of a power level in order to participate and start earning rewards. Additionally, Stack will continue to payout rewards even when BNKR mining has **ended**. Not only are players able to **compound** their BNKR using Stack, but Stack will also help **reduce** the circulating supply of BNKR on the market; working in tangent with Swap and Credits V2's buyback mechanism to provide **longterm** price support.

## STCK

The Bankroll Network's native token to the Stack application where STCK holders earn BNKR passively as divs from the dividend drip pool, which pays out 2% of it's balance daily. STCK will **not** fluctuate in value and is pegged 1:1 with BNKR. STCK can be purchased directly with BNKR. The amount of STCK held by a player determines their share of the dividends that they will receive from the Stack dividend drip pool (See section titled Stack: 'Dividend Pool' for more information). Your share will **fluctuate** overtime; **decreasing** as more STCK are purchased by other players, **increasing** as other players sell their STCK and the total supply gets reduced. You can always **increase** your share by rolling or purchasing more STCK.

## 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 can staked to receive BNKR or TRX dividends passively.

## DIVS

Dividends that are paid out as BNKR from the Stack dividend pool (by the minute). 2% of the dividend pool amount is paid out each day. Payouts are **proportionate** to the amount of

STCK held by a player, as well as the total supply of STCK. 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:  $(\text{Your Total STCK} / \text{Total Supply STCK}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 50K total STCK, with 3.5M STCK in the total supply, and a dividend pool amount of 350K BNKR  $= (50,000 / 3,500,000) * (350,000 * 0.02) = (0.142) * (7,000) = \sim 100$  BNKR daily.

## **TOTAL STCK**

Player's current amount of accumulated STCK. This can be increased by rolling or buying additional STCK.

## **STAKE %**

Player's current stake percentage of the total supply of STCK, which also determines their daily rewards. This will **fluctuate** overtime, **decreasing** as more STCK is bought, **increasing** as STCK is sold and burned. You can always **increase** your stake % by rolling or buying more STCK.

## **TOTAL WITHDRAWN**

The total amount of BNKR that a player has withdrawn via BNKR Stack.

## **TOTAL ROLLED**

The total amount of BNKR that a player has rolled via BNKR Stack.

## **BUY**

Purchases STCK using BNKR. There is a 10% fee on buys that are distributed as the following: 10% towards drip dividend pool.

## **SELL**

Sells STCK for BNKR. There is a 10% fee on sells that are distributed as the following: 10% towards the drip dividend pool.

## **ROLL**

Uses your current divs to purchase more STCK. Standard Stack fees will be assessed (10% in and out). Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet.

## **TRANSFER**

Transfers STCK from your account to the recipient address of your choice. There is no transaction fee for transfers.

## **SUPPLY**

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

## **REWARDS**

The total amount of BNKR rewards that has been dripped out to all players via Stack.

## **DIVIDEND POOL**

10% of all STCK buys are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of STCK that you hold and the total supply. Your **estimated** daily div payout can be calculated by the following:  $(\text{Your Total STCK} / \text{Total Supply STCK}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 50K total STCK, with 3.5M STCK in the total supply, and a dividend pool amount of 350K BNKR  $= (50,000 / 3,500,000) * (350,000 * 0.02) = (0.142) * (7,000) = \sim 100$  BNKR daily. As players sell their STCK tokens for BNKR, the 10% sell fee will go towards pumping the dividend pool.

## **CONTRACT BALANCE**

The total amount of BNKR held in the Stack contract. This amount includes the BNKR in the dividend drip pool, outstanding divs, and the BNKR backing the STCK token balance.

## **BUYS TAB**



Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 STCK holders including their wallet address, balance, and BNKR rewards.

## **STATS TAB**

Shows the stats for the contract balance of Stack over a period of time.

# SAVE

## SAVE

The Bankroll Network's **free** high interest TRX savings account where players can stake their TRX and earn BNKR tokens passively with **zero fees** or **risk**. Save pays out **higher interest** than TRON Super Representative voting rewards, has a generous 10% referral program, and has **no** minimum deposits or freeze durations. Each mined BNKR is co-mined 1:1 with Bankroll custody. BNKR claimed through Save can be staked into the TRX Depot or BNKR staking pool to further **compound** your earnings. Save is a universal product that will introduce the ecosystem of Bankroll DeFi to the masses; **accelerating** BNKR mining through the early stages and **increasing** the total market cap of BNKR to the MOON!

## DIVS

Dividends paid out as BNKR by the **second**. The amount of dividends that you receive are determined by the current BNKR mining difficulty (See section titled 'BNKR: Mining Difficulty' for more information), your total balance staked, and your current level.

Dividends can be left to accumulate or be claimed into your wallet. You can calculate your estimated daily divs with following equation:  $(\text{Total TRX Deposit} * \text{Level \% Efficiency}) / (\text{Current Mining Difficulty Cost})$ . For example, if you have a 251K TRX Deposit, which is equivalent to 50% efficiency, and are at Stage 8 mining (3.2K TRX mining cost) =  $(251,000 * 0.5) / (3,200) = (125,500) / (3,200) = \sim 39.21$  BNKR daily.

## CLAIM

Claims your current BNKR divs from Save into your wallet. BNKR is **not** minted into circulation until it has been claimed. Once you've claimed your BNKR, you can stake your BNKR into the TRX Depot or BNKR staking pool to further **compound** your earnings.

## DEPOSIT

Deposits your TRX into the Save staking contract. There are **no** fees (aside from standard energy costs) to deposit and once you've deposited you will begin receiving rewards by the second. When you deposit, any outstanding divs that you have in Save will be auto claimed into your wallet.

## WITHDRAW

Withdraws your TRX from the Save staking contract directly to your wallet. Once you've withdrawn all your holdings from Save, you will no longer receive any rewards.

## BALANCE

The total amount of TRX that a player TRX that a player has staked into Save. This balance will also help determine their level.

## MINED

The total number of BNKR tokens that a player has mined through Save.

## LEVEL

Player's current Save level. Having a higher level in Save will **increase** the amount of BNKR that a player receives as daily interest. Players can **upgrade** their level by **increasing** their total Save balance (each 50K TRX staked will increase their level by 1). There are 10 total levels and each level will increase their efficiency by 10%. The breakdown for Save levels are the following:

Level 1: 50K+ TRX, 10% efficiency

Level 2: 100K+ TRX, 20% efficiency

Level 3: 150K+ TRX, 30% efficiency

Level 4: 200K+ TRX, 40% efficiency

Level 5: 250K+ TRX, 50% efficiency

Level 6: 300K+ TRX, 60% efficiency

Level 7: 350K+ TRX, 70% efficiency

Level 8: 400K+ TRX, 80% efficiency

Level 9: 450K+ TRX, 90% efficiency

Level 10: 500K+ TRX, 100% efficiency

## **REWARDS**

Rewards from referral commissions. There is a **minimum requirement** of 50K TRX deposited to begin receiving referral rewards which are paid out whenever a user that you referred **claims**.

## **CONTRACT BALANCE**

The total amount of TRX held in the Save contract balance.

## **MINED BNKR**

The total number of BNKR tokens that have been mined via Save.

## **DEPOSITS TAB**

Shows recent player activity for deposits.

## **WITHDRAWALS TAB**

Shows recent player activity for withdrawals.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 depositors including their wallet address, deposited amount, and total BNKR mined.

## **STATS TAB**

Shows stats for the contract balance of Save over a period of time.

# SWAP

## SWAP

The Bankroll Network's **decentralized exchange** for the native BNKR token. Players are able to buy/sell BNKR without a central counter-party and also can become a **liquidity provider** where they can stake **equal values** of their own TRX and BNKR to earn passively from the exchange fees (0.3% fee whenever a trader makes a transaction). Liquidity providers exchange their TRX and BNKR in return for SWAP tokens on the exchange, which can be used to withdraw their portion of the liquidity pool at **any time at zero cost**. Whenever a trader makes a transaction on the exchange, the 0.3% fee is added to the liquidity pool. Since no new liquidity tokens (SWAP) are minted, this causes the splitting of the transaction fee **proportionally** among all existing liquidity providers. Not only does Swap help support BNKR price **longterm**, but it also **guarantees** volume across the exchange by creating **arbitrage** opportunities across exchanges that not only benefit traders, but also liquidity providers who will benefit with the income received from exchange fees.

## TRX

The amount of TRX currently in your TRON wallet.

## BNKR

The amount of BNKR currently in your TRON wallet.

## PRICE

The current buy price of BNKR in the Swap exchange.

## LIQUIDITY

The amount of SWAP tokens held by a player determines their share in the liquidity pool. Liquidity can be **added** to increase their share or **removed** at any time to receive their staked value equivalent.

## STAKE

The player's current stake in the liquidity pool. Your share of the exchange fee distributed to providers whenever a trade occurs will be proportionate to this percentage. This percentage will **fluctuate** overtime, **decreasing** as more players add liquidity, **increasing** as liquidity is removed from the pool. You can always **increase** your stake by **adding** more liquidity into the pool.

## **TXTS**

The number of transactions that a player has made via Swap.

## **STAKED VALUE**

An estimate of the equivalent (TRX + BNKR) that would be returned if a player was to sell all of their SWAP holdings. The staked value is the best way to track your earnings as it also factors in rewards received from your **split** of the exchange fees. The total TRX estimate of the staked value may **fluctuate** depending on the market price of BNKR.

## **BUY**

Buys BNKR from Swap using TRX. There is a 0.3% exchange fee that is given to liquidity providers.

## **SELL**

Sells BNKR for TRX in Swap. There is a 0.3% exchange fee that is given to liquidity providers.

## **ADD LIQUIDITY**

Players can exchange **equal values** of their own TRX and BNKR in replacement for liquidity tokens (SWAP), which allow them to become a liquidity provider on the Swap exchange. The exchange rate for the equal amounts of TRX and BNKR supplied by players will **fluctuate** with the current market price. For example, if the current price of BNKR is 3.0 TRX, they would need to provide 30K TRX and 10K BNKR. There are **no** fees for adding liquidity.

## **REMOVE LIQUIDITY**

Players can **remove** liquidity at any time by exchanging their liquidity tokens (SWAP) back into TRX and BNKR. The **staked value** is an estimate of the equivalent that would be

returned if a player was to sell all of their SWAP holdings. There are **no** fees for removing liquidity from Swap. When the price of BNKR is down, it is possible for liquidity to be worth **less** than initially put in by players despite income from fees; however, if the price were to return to the same value as when the liquidity provider added their liquidity their loss would **disappear**.

## **TRANSFER LIQUIDITY**

Players can transfer liquidity, SWAP tokens, to another TRX address. This is useful if you believe your keys for the current wallet have been compromised or you simply want to partition your liquidity between short term and long term. In addition, transfer facilitates the OTC sale of liquidity. You can trade SWAP tokens for all TRX or BNKR at any price point you want, assuming a discount.

## **LIQUIDITY PROVIDERS**

Total number of players that are liquidity providers on the Swap exchange.

## **PRICE**

The current buy price of BNKR in the Swap exchange.

## **SUPPLY**

The total number of BNKR currently in the liquidity pool. This amount will **increase** as liquidity is provided, and **decrease** as liquidity is removed.

## **CONTRACT BALANCE**

The total amount of TRX held in the Swap contract. This amount includes TRX provided from Swap liquidity providers.

## **LIQUIDITY**

The total amount of liquidity that has been added in the form of SWAP tokens.

## **BUYS TAB**

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information for top 100 liquidity providers on Swap, including their rank, address, and SWAP amount held.

## **STATS TAB**

Shows stats for the contract balance of Swap overtime.



# VLT

## VLT (VAULT)

The Bankroll Network's official token (ERC-20) on the Ethereum blockchain that captures value by being scarce, a store of value, and having a liquidity pool that is **perpetually** supported by the Bankroll ecosystem. It has a **maximum** supply of 1.8M tokens and is available for trade on Uniswap V2, Stex, Etherflyer, and WhiteBit. It can also be directly purchased through Bankroll's Moon V2 dapp, which also provides perpetual VLT dividends over time. VLT is unique in that it follows a **proof of liquidity model**, meaning that the entire token supply was released as soon as it was minted. All tokens in existence were supplied to their OTC purchasers and any remaining were added as liquidity onto Uniswap V2. The funds raised from the OTC sale were then used to provide liquidity to the Uniswap VLT/ETH trading pool from the very beginning. **No additional tokens** were kept for the Bankroll team/developer. The limited supply and proof of liquidity model in combination with the surrounding VLT decentralized application (dapp) ecosystem create **onchain value**, providing for very interesting tokenomics. For the Ethereum dapp Life, there is a custodial wallet that was setup to support VLT price **constantly**. This wallet will continually purchase VLT from the open market (through Uniswap), creating **constant buy pressure** and **longterm price support**. Additionally, the custodial wallet creates a **whale position** that **time locks** a large share of VLT from the market which **cannot** be sold. The Stack+ dapp also works in a similar manner to Life but utilizes other DeFi ERC-20 tokens rather than Ethereum. While VLT **does not** have a built-in staking mechanism, as it has reached its maximum supply, Stack: VLT Edition provides opportunity for VLT holders to earn passively and accumulate more VLT overtime (while also removing more VLT from the circulating supply). The design for VLT was created with much deliberation and provides infrastructure for the VLT dapp ecosystem that incentivizes players to hold, as it will **always** be supporting the VLT price **upwards**. The VLT token contract itself **controls** the main liquidity pool on Uniswap. Trading fees of 0.3% are constantly collected and retained in the liquidity pool. This means that VLT will **constantly increase** in value the more it is used. The value of VLT is **not** speculative and the floor of liquidity is constantly **increasing**. The smart contract code for the VLT token and Bankroll dapps utilizing VLT are all **open source** and have been **verified** on the Etherscan.io.

## DISTRIBUTION

At the launch of the VLT contract, there was an OTC sale available to the public for a short window (10 ETH minimum purchase at a purchase price of \$0.10 USD/token), which was heavily oversubscribed and sold out almost immediately. In total, 637 ETH was raised from 1.465M tokens. The 637 ETH was then injected and used to seed to the liquidity pool on Uniswap V2 for the 198K VLT tokens made available during the public sale. More details of the initial stages of deployment can be found on this Patreon post: <https://www.patreon.com/posts/vlt-is-ready-to-38198285>

# LIFE

## LIFE

The Bankroll Network's Ethereum stable coin where Life holders additionally earn ETH and VLT rewards passively from the community drip dividend pools. Life will **not** fluctuate in value and is pegged 1:1 with ETH. It can be purchased directly with ETH. Not only does Life provide **safe** and **higher** APR returns comparative to ETH 2.0 staking, but it also helps **reduce** the circulating supply of VLT by **buying back** and **locking up** a large portion of VLT from the open market. It also works in **tangent** with Uniswap's growing liquidity pool, Stack: VLT Edition, and Stack+'s buyback mechanism to provide **longterm price support**. Life is **not** an actual ERC-20 token, therefore it cannot be listed on other exchanges. Rather it is an internal token used as a placeholder for accounting purposes within the smart contract itself.

## DIVS

Dividends that are paid out by the minute as ETH from drip dividend pool. Payouts are **proportionate** to the amount of Life that a player holds as well as the total number of Life 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 LIFE

Player's current amount of accumulated Life. This can be increased by rolling or buying additional Life.

## REWARDS

Rewards received as VLT from the drip dividend pool. Payouts are **proportionate** to the amount of Life that a player holds, as well as the total number of Life in circulation. Rewards can be claimed or left to accumulate overtime.

## TOTAL WITHDRAWN

The total amount of ETH that a player has withdrawn via Life.

## TOTAL ROLLED

The total amount of ETH that a player has rolled via Life.

## ROLL

Uses your current divs to purchase more Life. There is a 10% fee on rolls that are distributed as the following: 8% towards the drip dividend pool and 2% towards the buyback of VLT through Uniswap. The VLT purchased from Uniswap will go to a separate VLT dividend pool that drips 2% of it's balance daily to Life holders. Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution. As gas fees for Ethereum transactions can be quite high, it is **recommended** to roll less frequently or only when it makes sense economically.

## WITHDRAW

Withdraws your total div balance directly into your wallet. As gas fees for Ethereum transactions can be quite high, it is **recommended** to withdraw less frequently or only when it makes sense economically.

## CLAIM

Withdraws your total VLT rewards directly into your wallet. As gas fees for Ethereum transactions can be quite high, it is **recommended** to claim less frequently or only when it makes sense economically.

## BUY

Purchases Life using ETH. There is a 10% fee on buys that are distributed as the following: 8% towards the drip dividend pool and 2% towards the buyback of VLT through Uniswap. The VLT purchased from Uniswap will go to a separate VLT dividend pool that drips 2% of it's balance daily to Life holders.

## SELL

Sells Life for ETH. There is a 10% fee on sells that are distributed as the following: 8% towards the drip dividend pool and 2% towards the buyback of VLT through Uniswap. The VLT purchased from Uniswap will go to a separate VLT dividend pool that drips 2% of it's balance daily to Life holders.

## TRANSFER

Transfers Life from your account to the recipient address of your choice. There is **no** transaction fee for transfers.

## SUPPLY

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

## REWARDS (TOTAL)

The total amount of VLT that has been bought back from Life. This number includes VLT from the VLT dividend pool and VLT rewards that have already been distributed.

## DIVIDEND POOL (ETH POOL)

8% of the ETH from all Life buys, sells, and rolls are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of Life that you hold and the total supply. Your estimated daily div payout can be calculated by the following:  $(\text{Your Total Life} / \text{Total Life Supply}) * \text{Current Div Pool Balance} * 2\%$  (Example: If 100 Life Held, 1.2K Total Life Supply, and 120 ETH div pool,  $2\% \text{ Daily} = (100 / 1,200) * 120 * 0.02 = \sim 0.2 \text{ ETH daily}$ ). As players sell their Life tokens for ETH, 8% of the sell fee will go towards pumping the ETH dividend pool.

## CONTRACT BALANCE

The total amount of ETH held in the Life contract. This amount includes the ETH in the dividend drip pool, outstanding divs, and the ETH backing the Life token balance.

## BUYS TAB

Shows recent player activity for buys.

## SELLS TAB

Shows recent player activity for sells.

## LEADERBOARD TAB

Shows leaderboard information of top 100 Life holders including their wallet address, Life balance, and total VLT mined.

**STATS TAB**

Shows the stats for the contract balance of Life over a period of time.

# MOON V2: AMPL/VLT EDITION

## MOON V2

The Bankroll Network's Ethereum DeFi token portfolio where players are able to purchase MOON using ETH to earn VLT rewards that are powered by tapping into the **capital markets** (through storing AMPL). MOON will **not** fluctuate in value and is pegged 1:1 with VLT. By holding MOON, players will earn **VLT** passively as divs from both the instant dividend pool (2% on buys and sells) and community drip dividend pool, which pays out 2% daily. AMPL is stored in the drip dividend pool and is converted into VLT rewards that are distributed periodically (every 6 hours). As AMPL grows in supply by receiving **positive rebases** and **increasing** in AMPL/ETH value against VLT/ETH value, the amount of daily VLT rewards that MOON holders receive will **increase**. This means that as the capital markets moon, so will VLT! Not only are players able to **compound and diversify** their their VLT across multiple markets using MOON, but MOON will also help **reduce** the circulating supply of VLT on the market; working in **tangent** with Life's buyback mechanism, Stack: VLT Edition, Stack+: ERC-20 Edition, and Uniswap's growing liquidity pool to provide **longterm** price support.

## MOON

The Bankroll Network's native token to the Moon V2 application where MOON holders earn VLT passively as divs from the dividend drip pool, which pays out 2% of it's balance daily. MOON will **not** fluctuate in value and is pegged 1:1 with VLT. MOON can be purchased directly with ETH. The amount of MOON held by a player determines their share of the dividends that they will receive from the MOON dividend drip pool (See section titled Moon V2: 'Dividend Pool' for more information). Your share will **fluctuate** overtime; **decreasing** as more MOON are purchased by other players, **increasing** through positive rebases and as other players sell their MOON, reducing the total supply. You can always **increase** your share by rolling or purchasing more MOON.

## VLT

The Bankroll Network's official token (ERC-20) that captures value by being scarce, a store of value, and having a liquidity pool that is perpetually supported by the Bankroll ecosystem (See section titled VLT: 'VLT (Vault)' for more information). It has a maximum supply of

1.8M tokens and follows a proof of liquidity model. Also, it currently is stakeable through Stack: VLT Edition to receive VLT dividends passively.

## **AMPL**

Ampleforth (AMPL) is a ERC-20 token that is unique in that it has an elastic supply while remaining non-dilutive. It's total supply can change everyday (through expansion, contraction, or equilibrium), however its supply adjustments occur proportionately meaning that the owner is never diluted. Supply adjustments happen autonomously in the protocol are determined through a rebase function (occurs once every 24 hours), which calls a price oracle to determine the target price and current price of AMPL/USD.

## **DIVS**

Dividends that are paid out as VLT from instant dividends and the drip dividend pool. 2% of buy, sell, or roll is paid out instantly. Also, 2% of the drip dividend pool amount is paid out each day. Payouts are **proportionate** to the amount of MOON held by a player, as well as the total supply of MOON. 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:  $(\text{Your Total MOON} / \text{Total Supply MOON}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 2K total MOON, with 50,000 MOON in the total supply, and a dividend pool amount of 5,000 VLT\* =  $(2,000 / 50,000) * (5,000 * 0.02) = (0.04) * (100) = \sim 4$  VLT daily.

\* = VLT/AMPL equivalent in value. Dividend pool is stored as AMPL until it is converted into VLT for rewards. The actual amount of VLT will fluctuate depending on the current rate of AMPL/ETH against VLT/ETH and when VLT conversion occurs.

## **TOTAL MOON**

Player's current amount of accumulated MOON. This can be increased by rolling or buying additional MOON.

## **STAKE %**

Player's current stake percentage of the total supply of MOON, which also determines their daily rewards. This will **fluctuate** overtime, **decreasing** as more MOON is bought,



**increasing** as MOON is sold and burned. You can always **increase** your stake % by rolling or buying more MOON.

## **TOTAL WITHDRAWN**

The total amount of VLT that a player has withdrawn via MOON.

## **TOTAL ROLLED**

The total amount of VLT that a player has rolled via MOON.

## **BUY**

Purchases MOON using ETH. There is a 10% fee on buys that are distributed as the following: 8% towards purchasing AMPL which is stored the drip dividend pool and 2% towards purchasing VLT as instant dividends to all MOON holders. The AMPL purchased from Uniswap will go to a separate dividend pool that drips 2% of it's balance daily to MOON holders converted as VLT rewards.

## **SELL**

Sells MOON for VLT. There is a 10% fee on sells that are distributed as the following: 8% towards purchasing AMPL which is stored in the drip dividend pool and 2% towards purchasing VLT which is distributed as instant dividends to all MOON holders. The AMPL purchased from Uniswap will go to a separate dividend pool that drips 2% of it's balance daily to MOON holders converted as VLT rewards.

## **ROLL**

Uses your current divs to purchase more MOON. There is a 10% fee on rolls that are distributed as the following: 8% towards purchasing AMPL which is stored in the drip dividend pool and 2% towards purchasing VLT which is distributed as instant dividends to all MOON holders. The AMPL purchased from Uniswap will go to a separate dividend pool that drips 2% of it's balance daily to MOON holders converted as VLT rewards. Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution. As gas fees for Ethereum transactions can be quite high, it is **recommended** to roll less frequently or only when it makes sense economically.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet.

## **CLAIM**

Withdraws your total VLT rewards directly into your wallet. As gas fees for Ethereum transactions can be quite high, it is **recommended** to claim less frequently or only when it makes sense economically.

## **TRANSFER**

Transfers MOON from your account to the recipient address of your choice. There is no transaction fee for transfers.

## **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.

## **REWARDS (TOTAL)**

The total amount of VLT that has been bought back from MOON. This number includes VLT from the AMPL dividend pool (VLT/AMPL equivalent) and VLT rewards that have already been distributed.

## **DIVIDEND POOL (AMPL)**

8% of the ETH from MOON buys and rolls are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of MOON that you hold and the total supply. Your **estimated** daily rewards can be calculated with the following equation:  $(\text{Your Total MOON} / \text{Total Supply MOON}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 2K total MOON, with 50,000 MOON in the total supply, and a dividend pool amount of 5,000 VLT\* =  $(2,000 / 50,000) * (5,000 * 0.02) = (0.04) * (100) = \sim 4$  VLT daily. As players sell their MOON tokens for VLT, 8% of the sell fee will go towards pumping the AMPL dividend pool.

\* = VLT/AMPL equivalent in value. Dividend pool is stored as AMPL until it is converted to VLT for rewards. The actual amount of VLT will fluctuate depending on the current rate of AMPL/ETH against VLT/ETH and when VLT conversion occurs.

## **CONTRACT BALANCE**

The total amount of VLT held in the MOON contract. This amount includes outstanding divs and the VLT backing the MOON token balance.

## **BUYS TAB**

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 MOON holders including their wallet address, balance, and VLT rewards.

# MOON V2: WBTC/VLT EDITION

## MOON V2

The Bankroll Network's Ethereum DeFi token portfolio where players are able to purchase MOON using ETH to earn VLT rewards that are powered by tapping into the **capital markets** (through storing WBTC). MOON will **not** fluctuate in value and is pegged 1:1 with VLT. By holding MOON, players will earn **VLT** passively as divs from both the instant dividend pool (2% on buys and sells) and community drip dividend pool, which pays out 2% daily. WBTC is stored in the drip dividend pool and is converted into VLT rewards that are distributed periodically (every 6 hours). As Bitcoin **increases** in BTC/ETH value against VLT/ETH value, the amount of daily VLT rewards that MOON holders receive will also **increase**. This means that as banks and other financial institutions adopt BTC causing the capital markets moon, so will VLT! Not only are players able to **compound and diversify** their their VLT across multiple markets using MOON, but MOON will also help **reduce** the circulating supply of VLT on the market; working in **tangent** with Life's buyback mechanism, Stack: VLT Edition, Stack+: ERC-20 Edition, and Uniswap's growing liquidity pool to provide **longterm** price support.

## MOON

The Bankroll Network's native token to the Moon V2 application where MOON holders earn VLT passively as divs from the dividend drip pool, which pays out 2% of it's balance daily. MOON will **not** fluctuate in value and is pegged 1:1 with VLT. MOON can be purchased directly with ETH. The amount of MOON held by a player determines their share of the dividends that they will receive from the MOON dividend drip pool (See section titled Moon V2: 'Dividend Pool' for more information). Your share will **fluctuate** overtime; **decreasing** as more MOON are purchased by other players, **increasing** as BTC/ETH value outpaces VLT/ETH value, and as other players sell their MOON, reducing the total supply. You can always **increase** your share by rolling or purchasing more MOON.

## VLT

The Bankroll Network's official token (ERC-20) that captures value by being scarce, a store of value, and having a liquidity pool that is perpetually supported by the Bankroll ecosystem (See section titled VLT: 'VLT (Vault)' for more information). It has a maximum supply of

1.8M tokens and follows a proof of liquidity model. Also, it currently is stakeable through Stack: VLT Edition to receive VLT dividends passively.

## **WBTC**

Wrapped Bitcoin (WBTC) is a ERC-20 token that is pegged 1:1 with Bitcoin (BTC) and enables Bitcoin to be compatible with the Ethereum blockchain. It allows greater liquidity to the Ethereum ecosystem through decentralized exchanges (DEX's) and other financial applications. It also standardizes Bitcoin for the ERC-20 format, allowing usage for smart contracts where this may otherwise be not possible.

## **DIVS**

Dividends that are paid out as VLT from instant dividends and the drip dividend pool. 2% of buy, sell, or roll is paid out instantly. Also, 2% of the drip dividend pool amount is paid out each day. Payouts are **proportionate** to the amount of MOON held by a player, as well as the total supply of MOON. 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:  $(\text{Your Total MOON} / \text{Total Supply MOON}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 2K total MOON, with 50,000 MOON in the total supply, and a dividend pool amount of 5,000 VLT\*  $= (2,000 / 50,000) * (5,000 * 0.02) = (0.04) * (100) = \sim 4$  VLT daily.

\* = VLT/WBTC equivalent in value. Dividend pool is stored as WBTC until it is converted into VLT for rewards. The actual amount of VLT will fluctuate depending on the current rate of BTC/ETH against VLT/ETH and when VLT conversion occurs.

## **TOTAL MOON**

Player's current amount of accumulated MOON. This can be increased by rolling or buying additional MOON.

## **STAKE %**

Player's current stake percentage of the total supply of MOON, which also determines their daily rewards. This will **fluctuate** overtime, **decreasing** as more MOON is bought, **increasing** as MOON is sold and burned. You can always **increase** your stake % by rolling or buying more MOON.

## **TOTAL WITHDRAWN**

The total amount of VLT that a player has withdrawn via MOON.

## **TOTAL ROLLED**

The total amount of VLT that a player has rolled via MOON.

## **BUY**

Purchases MOON using ETH. There is a 10% fee on buys that are distributed as the following: 8% towards purchasing WBTC which is stored the drip dividend pool and 2% towards purchasing VLT as instant dividends to all MOON holders. The WBTC purchased from Uniswap will go to a separate dividend pool that drips 2% of it's balance daily to MOON holders converted as VLT rewards.

## **SELL**

Sells MOON for VLT. There is a 10% fee on sells that are distributed as the following: 8% towards purchasing WBTC which is stored in the drip dividend pool and 2% towards purchasing VLT which is distributed as instant dividends to all MOON holders. The WBTC purchased from Uniswap will go to a separate dividend pool that drips 2% of it's balance daily to MOON holders converted as VLT rewards.

## **ROLL**

Uses your current divs to purchase more MOON. There is a 10% fee on rolls that are distributed as the following: 8% towards purchasing WBTC which is stored in the drip dividend pool and 2% towards purchasing VLT which is distributed as instant dividends to all MOON holders. The WBTC purchased from Uniswap will go to a separate dividend pool that drips 2% of it's balance daily to MOON holders converted as VLT rewards. Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution. As gas fees for Ethereum transactions can be quite high, it is **recommended** to roll less frequently or only when it makes sense economically.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet.

## **CLAIM**

Withdraws your total VLT rewards directly into your wallet. As gas fees for Ethereum transactions can be quite high, it is **recommended** to claim less frequently or only when it makes sense economically.

## TRANSFER

Transfers MOON from your account to the recipient address of your choice. There is no transaction fee for transfers.

## 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.

## REWARDS (TOTAL)

The total amount of VLT that has been bought back from MOON. This number includes VLT from the WBTC dividend pool (VLT/BTC equivalent) and VLT rewards that have already been distributed.

## DIVIDEND POOL (WBTC)

8% of the ETH from MOON buys and rolls are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of MOON that you hold and the total supply. Your **estimated** daily rewards can be calculated with the following equation:  $(\text{Your Total MOON} / \text{Total Supply MOON}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 2K total MOON, with 50,000 MOON in the total supply, and a dividend pool amount of 5,000 VLT\*  $= (2,000 / 50,000) * (5,000 * 0.02) = (0.04) * (100) = \sim 4$  VLT daily. As players sell their MOON tokens for VLT, 8% of the sell fee will go towards pumping the WBTC dividend pool.

\* = VLT/WBTC equivalent in value. Dividend pool is stored as WBTC until it is converted to VLT for rewards. The actual amount of VLT will fluctuate depending on the current rate of BTC/ETH against VLT/ETH and when VLT conversion occurs.

## CONTRACT BALANCE

The total amount of VLT held in the MOON contract. This amount includes outstanding divs and the VLT backing the MOON token balance.

## **BUYS TAB**

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 MOON holders including their wallet address, balance, and VLT rewards.



# STACK: VLT EDITION

## STACK

The Bankroll Network's VLT staking pool where players are able to purchase STCK using VLT and earn. STCK will **not** fluctuate in value and is pegged 1:1 with VLT. By holding STCK, players will earn **VLT** passively as divs from the community drip dividend pool. Since VLT has a **max supply** of 1.8M tokens and **no** mining, Stack is the **only** way for players to earn more VLT through simply holding their VLT. Not only are players able to **compound** their VLT using Stack, but Stack will also help **reduce** the circulating supply of VLT on the market; working in **tangent** with Life and Stack+'s buyback mechanism and Uniswap's growing liquidity pool to provide **longterm** price support.

## STCK

The Bankroll Network's native token to the Stack application where STCK holders earn VLT passively as divs from the dividend drip pool, which pays out 2% of it's balance daily. STCK will **not** fluctuate in value and is pegged 1:1 with VLT. STCK can be purchased directly with VLT. The amount of STCK held by a player determines their share of the dividends that they will receive from the Stack dividend drip pool (See section titled Stack: 'Dividend Pool' for more information). Your share will **fluctuate** overtime; **decreasing** as more STCK are purchased by other players, **increasing** as other players sell their STCK and the total supply gets reduced. You can always **increase** your share by rolling or purchasing more STCK.

## DIVS

Dividends that are paid out as VLT from the Stack dividend pool (by the minute). 2% of the dividend pool amount is paid out each day. Payouts are **proportionate** to the amount of STCK held by a player, as well as the total supply of STCK. 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:  $(\text{Your Total STCK} / \text{Total Supply STCK}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 20K total STCK, with 600K STCK in the total supply, and a dividend pool amount of 60K VLT =  $(20,000 / 600,000) * (60,000 * 0.02) = (0.033) * (1,200) = \sim 40$  VLT daily.

## **TOTAL STCK**

Player's current amount of accumulated STCK. This can be increased by rolling or buying additional STCK.

## **STAKE %**

Player's current stake percentage of the total supply of STCK, which also determines their daily rewards. This will **fluctuate** overtime, **decreasing** as more STCK is bought, **increasing** as STCK is sold and burned. You can always **increase** your stake % by rolling or buying more STCK.

## **TOTAL WITHDRAWN**

The total amount of VLT that a player has withdrawn via VLT Stack.

## **TOTAL ROLLED**

The total amount of VLT that a player has rolled via VLT Stack.

## **BUY**

Purchases STCK using VLT. There is a 10% fee on buys that are distributed as the following: 10% towards the drip dividend pool.

## **SELL**

Sells STCK for VLT. There is a 10% fee on sells that are distributed as the following: 10% towards the drip dividend pool.

## **ROLL**

Uses your current divs to purchase more VLT. Standard Stack fees will be assessed (10% in and out). Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution. As gas fees for Ethereum transactions can be quite high, it is **recommended** to roll less frequently or only when it makes sense economically.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet. As gas fees for Ethereum transactions can be quite high, it is **recommended** to withdraw less frequently or only when it makes sense economically.

## **TRANSFER**

Transfers STCK from your account to the recipient address of your choice. There is no transaction fee for transfers.

## **SUPPLY**

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

## **REWARDS**

The total amount of VLT rewards that has been dripped out to all players via Stack.

## **DIVIDEND POOL**

10% of all STCK buys are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of STCK that you hold and the total supply. Your **estimated** daily div payout can be calculated by the following:  $(\text{Your Total STCK} / \text{Total Supply STCK}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 20K total STCK, with 600K STCK in the total supply, and a dividend pool amount of 60K VLT  $= (20,000 / 600,000) * (60,000 * 0.02) = (0.033) * (1,200) = \sim 40$  VLT daily. As players sell their STCK tokens for VLT, the 10% sell fee will go towards pumping the dividend pool.

## **CONTRACT BALANCE**

The total amount of VLT held in the Stack contract. This amount includes the VLT in the dividend drip pool, outstanding divs, and the VLT backing the STCK token balance.

## **BUYS TAB**

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 STCK holders including their wallet address, balance, and VLT rewards.

## **STATS TAB**

Shows the stats for the contract balance of Stack over a period of time.

# STACK+: ERC-20 TOKEN EDITION

## STACK+

The Bankroll Network's Ethereum DeFi token staking pool where players are able to purchase STCK+ and earn rewards using any ERC-20 token that is supported.

List of ERC-20 tokens and their respective use cases that are currently supported by Stack+:

- Chainlink (LINK) - Oracles
- Basic Attention Token (BAT) - Advertising
- Dai (DAI) - Stable Coin & Decentralized Finance

STCK+ will **not** fluctuate in value and is pegged 1:1 with LINK, BAT, or DAI. By holding STCK+, players will earn **LINK, BAT, or DAI** passively as divs from both the instant dividend pool (2% on buys and sells) and community drip dividend pool, which pays out 2% daily. Additionally, players will earn VLT rewards which are dripped from the VLT drip pool, which also pays out 2% daily. Not only are players able to **compound** their LINK, BAT, or DAI using Stack+, but Stack+ will also help **reduce** the circulating supply of VLT on the market; working in **tangent** with Life's buyback mechanism, Stack: VLT Edition, and Uniswap's growing liquidity pool to provide **longterm** price support.

## STCK+

The Bankroll Network's native token to the Stack+ application where STCK+ holders earn LINK, BAT, or DAI passively as divs from the dividend drip pool, which pays out 2% of it's balance daily. STCK+ will **not** fluctuate in value and is pegged 1:1 with LINK, BAT, or DAI. STCK+ can be purchased directly with LINK, BAT, or DAI. The amount of STCK+ held by a player determines their share of the dividends that they will receive from the Stack+ dividend drip pool (See section titled Stack+: 'Dividend Pool' for more information). Your share will **fluctuate** overtime; **decreasing** as more STCK+ are purchased by other players, **increasing** as other players sell their STCK+ and the total supply gets reduced. You can always **increase** your share by rolling or purchasing more STCK+.

## VLT

The Bankroll Network's official token (ERC-20) that captures value by being scarce, a store of value, and having a liquidity pool that is perpetually supported by the Bankroll ecosystem (See section titled VLT: 'VLT (Vault)' for more information). It has a maximum supply of 1.8M tokens and follows a proof of liquidity model. Also, it currently is stakeable through Stack: VLT Edition to receive VLT dividends passively.

## **DIVS**

Dividends that are paid out as LINK, BAT, or DAI from the Stack+ dividend pool (by the minute). 2% of the dividend pool amount is paid out each day. Payouts are **proportionate** to the amount of STCK+ held by a player, as well as the total supply of STCK+. 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:  $(\text{Your Total STCK+} / \text{Total Supply STCK+}) * (\text{Dividend Pool Amount} * 0.02)$ . For example, if a player holds 50K total STCK+, with 3.5M STCK+ in the total supply, and a dividend pool amount of 350K LINK, BAT, or DAI =  $(50,000 / 3,500,000) * (350,000 * 0.02) = (0.142) * (7,000) = \sim 100$  LINK, BAT, or DAI daily.

## **REWARDS**

Rewards received as VLT from the drip dividend pool. Payouts are **proportionate** to the amount of STCK+ that a player holds, as well as the total number of STCK+ in circulation. Rewards can be claimed or left to accumulate overtime.

## **TOTAL STCK**

Player's current amount of accumulated STCK+. This can be increased by rolling or buying additional STCK+.

## **TOTAL WITHDRAWN**

The total amount of LINK, BAT, or DAI that a player has withdrawn via Stack+.

## **TOTAL ROLLED**

The total amount of LINK, BAT, or DAI that a player has rolled via Stack+.

## **BUY**

Purchases STCK+ using LINK, BAT, or DAI. There is a 10% fee on buys that are distributed as the following: 6% towards the drip dividend pool, 2% as instant dividends to all STCK+ holders, and 2% towards the buyback of VLT through Uniswap. The VLT purchased from Uniswap will go to a separate VLT dividend pool that drips 2% of it's balance daily to STCK+ holders.

## **SELL**

Sells STCK+ for LINK, BAT, or DAI. There is a 10% fee on sells that are distributed as the following: 6% towards the drip dividend pool, 2% as instant dividends to all STCK+ holders, and 2% towards the buyback of VLT through Uniswap. The VLT purchased from Uniswap will go to a separate VLT dividend pool that drips 2% of it's balance daily to STCK+ holders.

## **ROLL**

Uses your current divs to purchase more STCK+. There is a 10% fee on rolls that are distributed as the following: 6% towards the drip dividend pool, 2% as instant dividends to all STCK+ holders, and 2% towards the buyback of VLT through Uniswap. The VLT purchased from Uniswap will go to a separate VLT dividend pool that drips 2% of it's balance daily to STCK+ holders. Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution. As gas fees for Ethereum transactions can be quite high, it is **recommended** to roll less frequently or only when it makes sense economically.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet.

## **CLAIM**

Withdraws your total VLT rewards directly into your wallet. As gas fees for Ethereum transactions can be quite high, it is **recommended** to claim less frequently or only when it makes sense economically.

## **TRANSFER**

Transfers STCK+ from your account to the recipient address of your choice. There is no transaction fee for transfers.

## **SUPPLY**

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

## **REWARDS (TOTAL)**

The total amount of VLT that has been bought back from Stack+. This number includes VLT from the VLT dividend pool and VLT rewards that have already been distributed.

## **DIVIDEND POOL (LINK, BAT, & DAI POOL)**

6% of the LINK, BAT, or DAI from Stack+ buys and rolls are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of STCK+ that you hold and the total supply. Your estimated daily div payout can be calculated by the following:  $(\text{Your Total STCK+} / \text{Total STCK+ Supply}) * \text{Current Div Pool Balance} * 2\%$  (Example: If 100 STCK+ Held, 1.2K Total STCK+ Supply, and 120 LINK, BAT, or DAI div pool, 2% Daily =  $(100 / 1,200) * 120 * 0.02 = \sim 0.2$  LINK, BAT, or DAI daily). As players sell their STCK+ tokens for LINK, BAT, or DAI, 6% of the sell fee will go towards pumping the LINK, BAT, or DAI dividend pool.

## **CONTRACT BALANCE**

The total amount of LINK, BAT, or DAI held in the Stack+ contract. This amount includes the LINK, BAT, or DAI in the dividend drip pool, outstanding divs, and the LINK, BAT, or DAI backing the STCK+ token balance.

## **BUYS TAB**

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 STCK+ holders including their wallet address, balance, and LINK, BAT, or DAI rewards.



# CREDITS V2

## CREDITS V2

The Bankroll Network's TRX stable coin where Credit holders additionally earn TRX and BNKR rewards passively from the community drip dividend pools. Credits will **not** fluctuate in value and are pegged 1:1 with TRX. They can be purchased directly with TRX. Credits help **reduce** the circulating supply of BNKR by **buying back** and **locking up** a large portion of BNKR from the open market. It also works in **tangent** with Swap and Stack: BNKR Edition to provide **longterm price support**. Credits are **not** an actual TRC-20 token, therefore they cannot be listed on other exchanges. Rather they are an internal token used as a placeholder for accounting purposes within the smart contract itself.

## 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 can be staked to receive BNKR or TRX dividends passively.

## DIVS

Dividends that are paid out by the minute as TRX from drip dividend pool. 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 or buying additional Credits.

## REWARDS

Rewards received as BNKR from the drip dividend pool. Payouts are **proportionate** to the amount of Credits that a player holds as well as the total number of Credits in circulation. Rewards can be claimed or left to accumulate overtime. Since the BNKR received from

rewards has already been mined, the amount will **not** fluctuate during a mining difficulty increase.

## **TOTAL WITHDRAWN**

The total amount of TRX that a player has withdrawn via Credits.

## **TOTAL ROLLED**

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

## **ROLL**

Uses your current divs to purchase more Credits. There is a 10% fee on rolls that are distributed as the following: 8% towards the drip dividend pool and 2% towards the buyback of BNKR through Swap. The BNKR purchased from Swap will go to a separate BNKR dividend pool that drips 2% of it's balance daily to Credit holders. Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip and preventing share dilution.

## **WITHDRAW**

Withdraws your total div balance directly into your wallet.

## **CLAIM**

Withdraws your total BNKR rewards directly into your wallet.

## **BUY**

Purchases Credits using TRX. There is a 10% fee on buys that are distributed as the following: 8% towards the drip dividend pool and 2% towards the buyback of BNKR through Swap. The BNKR purchased from Swap will go to a separate BNKR dividend pool that drips 2% of it's balance daily to Credit holders.

## **SELL**

Sells Credits for TRX. There is a 10% fee on sells that are distributed as the following: 8% towards the drip dividend pool and 2% towards the buyback of BNKR through Swap. The

BNKR purchased from Swap will go to a separate BNKR dividend pool that drips 2% of it's balance daily to Credit holders.

## **TRANSFER**

Transfers Credits from your account to the recipient address of your choice. There is **no** transaction fee for transfers.

## **SUPPLY**

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

## **REWARDS (TOTAL)**

The total amount of BNKR that has been bought back from Credits V2. This number includes BNKR from the BNKR dividend pool and BNKR rewards that have already been distributed.

## **DIVIDEND POOL (TRX)**

8% of the TRX from all Credits buys, sells, and rolls are distributed towards a player dividend pool, which pays out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of Credits that you hold and the total supply. Your estimated daily div payout can be calculated by the following:  $(\text{Your Total Credits} / \text{Total Credits Supply}) * \text{Current Div Pool Balance} * 2\%$  (Example: If 500K Credits Held, 18M Total Credits Supply, and 1.5M TRX div pool, 2% Daily =  $(500,000 / 18,000,000) * 1,500,000 * 0.02 = \sim 833.33$  TRX Daily). As players sell their Credits tokens for TRX, 8% of the sell fee will go towards pumping the TRX dividend pool.

## **CONTRACT BALANCE**

The total amount of TRX held in the Credits V2 contract. This amount includes the TRX in the dividend drip pool, outstanding divs, and the TRX backing the Credits token balance.

## **BUYS TAB**

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 Credits holders including their wallet address, Credits balance, and total BNKR rewards.

## **STATS TAB**

Shows the stats for the contract balance of Credits V2 over a period of time.

# DAILY+

## DAILY+

The Bankroll Network's reimagining of the infamous Daily ROI game that birthed the platform. The game has been **refined** to include some of the best elements of the original game, as well as incorporating parts of Credits and BNKR mining, making it the only ROI in existence with **defined risk**. Players can participate by purchasing DAY tokens, where they'll **instantly** receive a 50% return upfront and mine BNKR against their deposited amount. DAY HODLers will also receive **never ending** divs from both the instant dividend pool (5% on buy-ins) and drip dividend pool, which pays out 2% daily. They can strengthen their positions by buying or rolling, **increasing** their daily dividend drip and **boosting** their BNKR mining efficiency. Additionally, there is also **no lock up** on funds. Anybody is free to sell and exit their position at **anytime**; however, in doing so there is a 10% sell fee that goes back into the player dividend pool.

## DAY

The Bankroll Network's native token to the Daily+ game where DAY holders earn TRX passively as divs from the buys of all players. Additionally, players will earn divs from the dividend drip pool, which pays out 2% of its balance daily. DAY will **not** fluctuate in value and is pegged 1:1 with TRX. DAY can be purchased directly with TRX. The amount of DAY held by a player determines the share of the dividends that they will receive from the Daily+, both from instant divs on buys and the dividend drip pool (See section titled Daily+: 'Dividend Pool' for more information). Your share will **fluctuate** overtime; **decreasing** as more DAY are purchased by other players, **increasing** as other players sell their DAY and the total supply gets reduced. You can always **increase** your share by rolling or purchasing more DAY.

## DIVS

Dividends paid out as TRX from buys and the dividend drip pool (paid out by the minute). Divs also can be rolled, withdrawn, or left to accumulate overtime. Payouts are proportionate to the amount of DAY that a player holds relative to the total number of DAY in circulation. There is **no additional transaction fee** for withdrawing your divs into your wallet.

## ROLL

Uses your current divs to purchase more DAY. Standard Daily+ fees will be assessed (50% in and 10% out). Rolling will give you the ability to **compound** your earnings by increasing your daily dividend drip, preventing share dilution, and mining BNKR.

## WITHDRAW

Withdraws your total div balance directly into your wallet.

## BUY

Purchases DAY using TRX. There is a 50% fee on buys that are distributed as the following: 40% towards the drip dividend pool, 5% as instant dividends to all DAY holders, 2% towards the BNKR Depot, 2% towards referral commission (if applicable), and 1% towards maintenance/promotion. The remaining 50% of the TRX is returned upfront in the form of DAY tokens that can be sold at anytime.

## SELL

Sells DAY for TRX. There is a 10% fee on sells that is distributed to the dividend drip pool. Once a player sells all of their DAY tokens, they will no longer receive daily payouts or divs from buys. You will also mine BNKR against the TRX value of the current mining difficulty. TRX from sells are moved over to your divs and are available to withdraw at anytime.

## TOTAL DAY

Player's current amount of accumulated DAY. This can be **increased** by rolling or buying additional DAY.

## LEVEL

Player's current Daily+ level. Having a higher Daily+ level will **increase** the amount of BNKR that a player mines whenever they buy, sell, or roll DAY. Players can **upgrade** their level by **increasing** their total DAY. There are 10 total levels and each level will **increase** their efficiency by 10% (for every 50K held, up to 2x efficiency).

## TOTAL WITHDRAWN

The total amount of TRX that a player has withdrawn via Daily+.

## TOTAL ROLLED

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

## TRANSFER

Transfers DAY from your account 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.

## SUPPLY

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

## MINED BNKR

The total number of BNKR tokens that have been mined via Daily+.

## DIVIDEND POOL

45% of all DAY buys are distributed towards a player dividend pool, 5% which is paid out **instantly** to players. The remaining 40% of the pool will pay out 2% to all players on a **daily** basis. The divs that you receive are paid out **proportionately** to the amount of DAY that you hold and the total supply. Your **estimated** daily div payout can be calculated by the following:  $(\text{Total DAY Held} / \text{Total DAY Supply}) * \text{Current Div Pool Balance} * 2\%$  (Example: If 100K DAY Held, 2.5M Total DAY Supply, 2M TRX div pool, 2% Daily =  $(100,000 / 2,500,000) * 2,000,000 * 0.02 = \sim 1,600$  TRX Daily). As players sell their DAY tokens for TRX, the 10% sell fee will go towards pumping the dividend pool.

## CONTRACT BALANCE

The total amount of TRX held in the Daily+ contract. This amount includes the TRX in the dividend drip pool, outstanding divs, and the TRX backing the DAY token balance.

## TRANSACTIONS

The total number of transactions that have occurred via Daily+.

## BUYS TAB

Shows recent player activity for buys.

## **SELLS TAB**

Shows recent player activity for sells.

## **DISTRIBUTIONS TAB**

Shows recent distribution activity of Daily+ funds going into the BNKR Depot.

## **LEADERBOARD TAB**

Shows leaderboard information of top 100 DAY holders including their wallet address, DAY balance, and total BNKR mined.

## **STATS TAB**

Shows the stats for the contract balance of Daily+ over a period of time.



# BOOST

## BOOST

The Bankroll Network's BitTorrent (BTT) stable coin where Boost holders additionally earn BTT passively as divs from the buys and sells of all players. Boost will **not** fluctuate in value and are pegged 1:1 with BTT. Boost can be purchased directly with BTT; players will mine BNKR based on the mining difficulty, and their Boost level whenever they buy or sell Boost.

## DIVS

Dividends that are paid out instantly as BTT from buys and sells. Payouts are **proportionate** to the amount of Boost that a player holds as well as the total number of Boost 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 BOOST

Player's current amount of accumulated Boost. This can be increased by rolling or buying additional Boost.

## ROLL

Uses your current divs to purchase more Boost and mine BNKR. Standard Boost 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). There is a **minimum requirement** of 100 Boost held to earn referral rewards. 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 Boost using BTT and mines BNKR. There is a 10% fee on buys that are distributed as the following: 8% towards Boost holders as divs, 1% towards referral commission (if applicable), and 1% towards maintenance/promotion.

## **SELL**

Sells Boost for BTT and mines BNKR. There is a 10% fee on sells that are distributed as the following: 8% towards Boost holders as divs, 1% towards referral commission (if applicable), and 1% towards maintenance/promotion. BTT from sells are **moved over to your divs** and are available to withdraw at any time.

## **LEVEL**

Player's current Boost level. Having a **higher** Boost level will **increase** the amount of BNKR that a player mines whenever he or she buys, sells, or rolls Boost (see section titled 'Mining Rate' for more information). Players can **upgrade** their level by increasing their total Boost deposit (for every 5M). The breakdowns for the level requirements are the following:

**Level # = Total Boost Required = Mining Rate**

Level 0 = 0 - 5M Boost = 50

Level 1 = 5 - 10M Boost = 45

Level 2 = 10 - 15M Boost = 40

Level 3 = 15 - 20M Boost, 35

Level 4 = 20+M Boost = 30

## **MINING RATE**

The mining rate for BNKR in Boost is **variable**, as it is dependent on a player's Boost level and the current mining difficulty. It can be calculated by the following: (Amount of Boost Bought or Sold) / (Boost Level Mining Rate) / (current mining cost) = BNKR mined. For example, if a player buys 1M Boost, is a level 0, and the current mining cost is 450 TRX (Stage 3) =  $1,000,000 / 50 / 450 = 44.44$  BNKR mined. Another example, if a player sells 2M Boost, is a level 2, and the current mining cost is 450 TRX (Stage 3) =  $2,000,000 / 40 / 450 = 111.11$  BNKR mined.

## **TRANSFER**

Transfers Boost from your account 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.

## **TOTAL SUPPLY**

The total number of Boost currently in circulation. This amount will **increase** as more Boost is bought, **decreasing** as Boost is sold.

## **MINED BNKR**

The total number of BNKR tokens that have been mined via Boost.

## **TRANSACTIONS**

The total number of transactions that have occurred via Boost.

## **BUY TAB**

Shows recent player activity for buys.

## **SELL TAB**

Shows recent player activity for sells.

## **LEADERBOARD**

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

# CREDITS V1 (RETIRED)

## CREDITS V1

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 Air.

## 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.

## TOTAL WITHDRAWN

The total amount of TRX that a player has withdrawn via Credits.

## TOTAL ROLLED

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

## 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. There is a **minimum requirement** of 100 Credits held to earn referral rewards. 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.

## **TOTAL SUPPLY**

The total number of Credits currently in circulation. This amount will increase as more Credits are bought, decreasing as Credits are sold.

## **DIVIDEND POOL**

90% of all TRX used to purchase power ups from BNKR staking are distributed towards a separate Credits dividend 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.

## **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.

# AIR

## AIR

The Bankroll Network's free airdrop system that awards **free Bankroll Credits** for user participation. Every 6 hours, 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 6 hour period. A total of 4 rounds occur every day, meaning that 4 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.



# MOON (RETIRED)

## 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. 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.