



**GLOSSARY**  
**BANKROLL**

**V1.6**

<b>Daily</b> .....	<b>5</b>
Daily .....	5
Tickets .....	5
Divs .....	5
Roll .....	5
Claim .....	5
Auto (Buy).....	5
Div Power.....	6
Rewards .....	6
Claimed .....	6
Round .....	6
Tickets .....	6
Leader .....	6
Lead Tickets.....	6
Wins .....	7
Players (Round Stats) .....	7
Tickets (Round Stats) .....	7
Jackpot .....	7
Dividend Pool .....	7
Lightning Rounds.....	7
Activity Tab.....	7
Round Tab.....	8
History Tab.....	8
Leaderboard .....	8
<b>Credits</b> .....	<b>8</b>
Credits .....	8
Divs .....	8
Total Credits .....	8
Roll .....	9
Withdraw .....	9
Rewards .....	9
Buy .....	9
Sell .....	9

Transfer .....	9
Luck .....	9
History tab .....	9
Stats .....	10
Leaderboard.....	10
<b>Luck .....</b>	<b>10</b>
Luck .....	10
Loss Forgiveness.....	10
Buddy System .....	10
House Edge .....	10
Credits .....	11
Won Credits .....	11
Rolls .....	11
Claim Credits (Button) .....	11
House Tip Jar (Donation) .....	11
House Jackpot.....	11
House Balance .....	11
Total Wager.....	12
Claimed Credits .....	12
Total Won .....	12
<b>Air .....</b>	<b>12</b>
Air .....	12
Rolls .....	12
Awarded .....	12
Wins .....	12
Free Roll .....	13
Round/Last Round .....	13
Activity Tab.....	13
History Tab .....	13
<b>BNKR .....</b>	<b>13</b>
BNKR .....	13
Instant Bonus Eligibility .....	14
Swap.....	14

Divs.....	14
Freeze .....	14
Power Up .....	15
Unfreeze .....	15
Roll .....	16
Withdraw .....	16
Frozen.....	16
Wallet .....	16
Level.....	16
Mined .....	16
Rolls .....	16
Mining Difficulty .....	17
Total Mined .....	18
Remaining Supply .....	18
Total Frozen.....	18
Transactions.....	18
<b>Cash.....</b>	<b>19</b>
Changelly .....	19
Email Account (Changelly).....	19
Wallet Address .....	19
Recipient Address.....	19
Destination Address .....	20

# DAILY

## DAILY

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

## TICKETS

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

## DIVS

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

## ROLL

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

## CLAIM

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

## AUTO (BUY)

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

## **DIV POWER**

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

## **REWARDS**

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

## **CLAIMED**

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

## **ROUND**

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

## **TICKETS**

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

## **LEADER**

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

## **LEAD TICKETS**

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

## **WINS**

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

## **PLAYERS (ROUND STATS)**

The total number of players in the current round.

## **TICKETS (ROUND STATS)**

The total number of tickets purchased during the current round.

## **JACKPOT**

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

## **DIVIDEND POOL**

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

## **LIGHTNING ROUNDS**

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

## **ACTIVITY TAB**

Shows transaction history of all recent buys and rolls.

## **ROUND TAB**

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

## **HISTORY TAB**

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

## **LEADERBOARD**

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

# **CREDITS**

## **CREDITS**

The Bankroll Network's stable coin where Credit holders additionally earn TRX passively as divs from the buys and sells of all players. Credits will **not** fluctuate in value and are pegged 1:1 with TRX. Credits can either be purchased directly with TRX or awarded by playing Luck, Air, or the Daily.

## **DIVS**

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

## **TOTAL CREDITS**

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



## **ROLL**

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

## **WITHDRAW**

Withdraws your total div balance directly into your wallet.

## **REWARDS**

Rewards from referral commissions (1% of buy amount for referrer). 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.

## **TRANSFER**

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

## **LUCK**

The Bankroll Network's non-profit casino that offers many player incentives and pays winning profits as TRX.

## **HISTORY TAB**

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

## **STATS**

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

## **LEADERBOARD**

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

# **LUCK**

## **LUCK**

The Bankroll Network's non-profit casino that offers many player incentives such as a jackpot, 1% loss forgiveness, and the buddy system. Pays out player's **winning profits** as Credits and returns their **initial wager** back as TRX. Playing Luck is by far the **fastest** way for players to mine BNKR tokens. Unlike traditional TRX casino tokens, BNKR is mined by the amount of Credits won and claimed rather than the amount wagered. The Luck casino directly feeds the Daily contract as a portion of its house profits are donated directly to the Daily. Additionally, Credits rewarded through Luck must be claimed where standard Credits transaction fees will be assessed (10% in and out) and distributed to holders.

## **LOSS FORGIVENESS**

1% of the player's initial wager is returned as Credits upon a losing roll.

## **BUDDY SYSTEM**

While rolling, a player has the chance to receive 1% of the losing wager from the player rolling ahead of them as Credits.

## **HOUSE EDGE**

There is a 3% house edge, however the **net** house edge is 2% (factoring in 1% player loss forgiveness). One unique feature with Luck vs. other casinos is that the house edge is factored onto the payout amount rather than the player's chance of winning. This means better odds for players to win!

## **CREDITS**

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

## **WON CREDITS**

Player's total number of Credits rewarded via Luck.

## **ROLLS**

Player's total number of dice rolls on Luck.

## **CLAIM CREDITS (BUTTON)**

Claims the available balance of TRX won by playing Luck into Credits. Standard Credits transaction fees will be assessed (10% in and out). If you already own Credits, the amount will be added to your total Credits. In the process, you will also mine BNKR tokens proportionate to the amount being claimed and the current mining difficulty.

## **HOUSE TIP JAR (DONATION)**

Players are able to donate TRX towards Luck's house balance. 100% of donations go towards supporting Luck. A larger house balance enables larger wagers and jackpot prizes.

## **HOUSE JACKPOT**

Jackpot prize pool that is based off a percentage of the current Luck house balance. Every winning roll has a chance to win **1%** of the current jackpot amount **regardless** of the wagered amount.

## **HOUSE BALANCE**

The total amount of TRX in Luck's balance available for payout. The house balance determines the max wager amount as well as jackpot prizes.

## **TOTAL WAGER**

The total amount of TRX wagered by all players playing Luck.

## **CLAIMED CREDITS**

The total amount of TRX that were won by all players playing Luck and subsequently claimed into Credits.

## **TOTAL WON**

The total amount of TRX won by all players playing Luck.

# **AIR**

## **AIR**

The Bankroll Network's free airdrop system that awards **free Bankroll Credits** for user participation. Every 1 hour, one lucky winner is randomly selected to win 25 Bankroll Credits. An equal amount (25 TRX worth of Credits) will also be paid out to the community (Credit holders) as dividends. The lucky winner will also receive a BNKR airdrop proportionate to their Credits received and the current mining difficulty.

## **ROLLS**

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

## **AWARDED**

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

## **WINS**

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

## **FREE ROLL**

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

## **ROUND/LAST ROUND**

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

## **ACTIVITY TAB**

Shows recent transaction activity on Air.

## **HISTORY TAB**

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

# **BNKR**

## **BNKR**

The Bankroll Network's official token (TRC-20) that captures value by being scarce, having a progressive mining difficulty, and being tradable/listable on exchanges. It currently is stakeable and will be integrated into other dapps in Bankroll ecosystem in the near future. It has a **maximum** supply of 21 million tokens. The mining difficulty will **begin** at 200 TRX and **increase** exponentially for every 1 million tokens mined (see section titled 'Mining Difficulty' for more information). BNKR tokens can be mined by staking, as well as claiming TRX into Credits by playing Luck or the Daily. Playing Air will also award the lucky winner BNKR tokens. They **cannot** be mined through directly buying or rolling in Credits.

Additionally, the Genesis block will distribute 10% of the total token supply to the Bankroll team for development and promotional purposes.

## **INSTANT BONUS ELIGIBILITY**

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

## **SWAP**

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

## **DIVS**

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

## **POWER UP**

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

Level 1 = 1,000 TRX = 0.05% daily\*

Level 2 = 5,000 TRX = 0.1% daily\*

Level 3 = 10,000 TRX = 0.2% daily\*

Level 4 = 20,000 TRX = 0.3% daily\*

Level 5 = 50,000 TRX = 0.4% daily\*

Level 6 = 100,000 TRX = 0.5% daily\*

\* = daily percentages shown will remain the same; however, the actual daily rewards will vary based on the current mining cost (see below & section titled 'Mining Difficulty' for more information)

The TRX price listed is the purchase price for **each** level (Example: You will need to spend 186,000 TRX total in order to reach max level 6). A portion of the funds will **immediately** go towards helping fund the Luck house balance, which will enable higher wagers and jackpots. This will **indirectly** benefit all players that hold Credits. You can calculate your estimated daily staking rewards with the following equation: BNKR amount staked \* (200/current mining cost) \* (power level daily % yield). For example, if 10,000 BNKR is staked, 200 TRX current mining cost, and power level 4 =  $10,000 * (200/200) * (0.003) = \sim 30$  BNKR daily.

## **UNFREEZE**

Unfreezes your frozen BNKR (entire amount) from the staking contract and sends it 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 **claim** their divs prior to unfreezing, otherwise you will **LOSE** your outstanding divs. You also must have purchased a power level (minimum of level 1),

otherwise you will be unable to unfreeze your tokens. You will be able to refreeze immediately or trade your tokens once they have been unfrozen.

## **ROLL**

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

## **WITHDRAW**

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

## **FROZEN**

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

## **WALLET**

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

## **LEVEL**

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

## **MINED**

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

## **ROLLS**



Player's total number of rolls via BNKR staking.

## **MINING DIFFICULTY**

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

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

Stage 2 (beginning): 200 TRX, 2.1 million

Stage 3: 450 TRX, 3 million

Stage 4: 800 TRX, 4 million

Stage 5: 1,250 TRX, 5 million

Stage 6: 1,800 TRX, 6 million

Stage 7: 2,450 TRX, 7 million

Stage 8: 3,200 TRX, 8 million

Stage 9: 4,050 TRX, 9 million

Stage 10: 5,000 TRX, 10 million

Stage 11: 6,050 TRX, 11 million

Stage 12: 7,200 TRX, 12 million

Stage 13: 8,450 TRX, 13 million

Stage 14: 9,800 TRX, 14 million

Stage 15: 11,250 TRX, 15 million

Stage 16: 12,800 TRX, 16 million

Stage 17: 14,450 TRX, 17 million

Stage 18: 16,200 TRX, 18 million

Stage 19: 18,050 TRX, 19 million

Stage 20: 20,000 TRX, 20 million

Stage 21: mining ends, 21 million

## **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.

# 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.