



Minimal WIN

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Definition. Introduction. Overview

This white paper presents in great detail the concept of a Smart Contract Decentralized Blockchain Lottery Auction named MinimalWin, describing the principles and rules which support its implementation, how MinimalWin works, who are the participants in the action, the marketing plan, the pre-ICO and ICO.

(*) A lottery is a form of gambling that involves the drawing of numbers for a prize. Lotteries come in many formats. For example, the prize can be a fixed amount of cash or goods. In this format there is risk to the organizer if insufficient tickets are sold. More commonly the prize fund will be a fixed percentage of the receipts. A popular form of this is the "50–50" draw where the organizers promise that the prize will be 50% of the revenue.[citation needed] Many recent lotteries allow purchasers to select the numbers on the lottery ticket, resulting in the possibility of multiple winners.(*)

<https://en.wikipedia.org/wiki/Lottery>

(*) An **auction** is a process of buying and selling goods or services by offering them up for bid, taking bids, and then selling the item to the highest bidder. The open ascending price auction is arguably the most common form of auction in use today.^[1] Participants bid openly against one another, with each subsequent bid required to be higher than the previous bid.^[2] An **auctioneer** may announce prices, bidders may call out their bids themselves (or have a proxy call out a bid on their behalf), or bids may be submitted electronically with the highest current bid publicly displayed.^[2] In a Dutch auction, the auctioneer begins with a high asking price for some quantity of like items; the price is lowered until a participant is willing to accept the auctioneer's price for some quantity of the goods in the lot or until the seller's reserve price is met.^[2] While auctions are most associated in the public imagination with the sale of antiques, paintings, rare collectibles and expensive wines, auctions are also used for commodities, livestock, radio spectrum and used cars. In economic theory, an auction may refer to any mechanism or set of trading rules for exchange.(*)

<https://en.wikipedia.org/wiki/Auction>

[1] Krishna, 2002: p2

[2] McAfee, Dinesh Satam; McMillan, Dinesh (1987), "Auctions and Bidding" (PDF), *Journal of Economic Literature*, American Economic Association (published June 1987), **25** (2), pp. 699–738, JSTOR 2726107, retrieved 2008-06-25

We started this whitepaper with the definition and description of two terms: the lottery and the auction that inspired us and gave our idea a form. The motivation and enthusiasm came after Dunstan Low successfully raffled his £845,000 Lancashire mansion, United Kingdom, in August 2017.

(*) Mr Low, 37, sold 500,000 raffle tickets costing £2 each and received 12,000 free entries. Each entrant had to identify the architectural period the home was built, the element of skill required. Once he had raised his £1 million target he put the winning entries into a raffle.

"It's basically like crowdfunding," he said. "If you don't raise the target, you revert to a cash prize. So many people have got in touch to say that the top end of the market is stagnant and this technique is a way to get round a difficult housing market."

He is just one of a number of entrepreneurs hoping to set up an online company to help people market their home for a draw and avoid the legal pitfall.[3]

[3]<https://www.telegraph.co.uk/news/2017/08/19/homeowners-could-gambling-house-home-raffles-authorities-warn/>

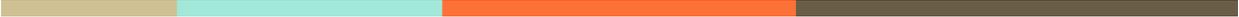
Statistics and facts.

The luxury goods industry has faced a number of changes over the past two decades. Currently, varying economic trends, rapid digital transformation and evolving consumer preferences and tastes are creating a new competitive landscape where traditional corporate strategies are under threat. Whether total global market growth is in single or double digits will depend on many factors, including larger geopolitical factors and their impact on tourism. Even so, growth in the luxury goods industry will continue, unlike in several other industries. However, to return to a steady and solid rate of sales growth, luxury players have to face up to new challenges and deal with them in a decisive way.

The global economy is currently enjoying a period of relatively strong growth and favorable conditions. There are indicators of stronger growth in Japan and in the euro area, and growth has finally firm in China and the US, and revived in many emerging markets. Conditions are so good that talk about uncertainty has lessened, and the fear of a new crisis seems far behind. In truth, there are a number of clearly visible risks, both economic and political, that have to be taken into account for a proper scenario analysis: possible asset price bubbles, an untimely tightening of monetary policy in several countries, a rise in the protectionist sentiment, political instability and fragmentation, and geopolitical tensions. Moreover, consumer spending in some key markets (especially Japan and the UK) is weak, and is hampering growth. The luxury market has bounced back from economic uncertainty and geopolitical crises, edging closer to annual sales of US \$1 trillion at the end of 2017. The outlook for 2018 is quite positive, although volatility could threaten market expansion.

The growing importance of non-western markets for the luxury goods industry has been supported by supply chain leadership, technological innovation and international investment. These factors will help maintain further strong growth in these geographical markets.

The internet has become an integral part of the purchasing habits of various groups of consumers worldwide. However currently, luxury sales growth is being driven by millennials and Generation Z. With different expectations, younger shoppers seek a personalized shopping experience that seamlessly integrates both online and offline platforms. This shift has motivated demand for connective technology such as



Augmented Reality (AR) and Artificial Intelligence (AI). By using AR and AI technologies, luxury brands can provide a personalized consumer experience, reach a wider audience, deepen product experience, and build stronger customer relationships. In parallel, the development of technologies such as voice commerce and the Internet of Things (IoT) are reshaping the entire luxury industry.

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The future success of the industry will depend on its success in permeating and proactively reaching out to the younger generation. A good communication strategy can be a lever. Historically, in terms of communication, luxury fashion brands have based their identity on exclusivity, prestige and impeccable service, retaining a dignified distance between themselves and their customers. However, as sales have slowed, they have been compelled to engage with consumers via social media. Luxury brands previously viewed social media as "mass market", but today it has become an increasingly important marketing tool for them. [4]

[4] <https://www2.deloitte.com/content/dam/Deloitte/global/Documents/Consumer-Business/cb-global-powers-luxury-goods-2018.pdf>

In 2016 the global e-commerce market size was an estimated \$1.9 trillion USD(). By 2020, the global e-commerce market is expected to rise to \$4 trillion USD.[5] The global retail payment industry that was worth an estimated \$16 trillion USD in 2015 is estimated to increase to \$21 trillion USD by 2020 - a staggering 31.25% increase in 5 years.[6] The payment revenue globally, which was an estimated to be \$1.8 trillion USD in 2016, is also expected to rise by 22.22% to over \$2.2 trillion USD by 2020.[7] In

particular the Boston Consulting Group has noted that, the payment industry will experience a major shift towards mobile payments:

- The mobile share of total e-commerce is expected to increase to 48.5% of total e-commerce by 2020. It was an estimated 23.6% in 2015;
- The merchant mobile payment acceptance network is expected to grow tenfold by 2020.

[5]<https://retail.emarketer.com/article/brief-overview-of-global-ecommerce-market/59690010ebd40005284d5cc5>

Luxury products continue to be sought on the global market despite the recession faced by several states. The latest study shows that by the end of this year, demand for such products will grow to 7 percent globally. As in the past years, this year China continues to be the head of the list of luxury goods.

The study was conducted by the Italian Altgamma Foundation, which monitors luxury markets around the world. According to the report, this year profit from luxury products sales will reach 200 billion euros.

However, in Europe the profit from selling such products could be reduced due to the economic problems of Spain and Italy. In North and South America, the forecasts are more optimistic as it is expected to increase luxury products between 5 and 7 percent.

The Central and South-East Asia region continues to be a gold mine for major luxury goods manufacturers. And that's right because only in China consumption will be 18-20 percent higher, and in India almost 15 percent. The same study also shows that in Japan there will be an increase in the demand for luxury products by 2 percent. The most dynamic markets for luxury items are leather accessories, exclusive jewelry and watches.

In conclusion, we want to mention that the luxury products market is always attractive among consumers and we will use our platform to make it more accessible to everyone.

What is MinimalWin?

MinimalWin is an alternative platform for sales, which is based on the principle of lottery and auction. Every object put on sale on the platform will be brought into play in case of successful holding of the lot, only one winner will be designated. MinimalWin is a platform that is built entirely on Ethereum smart contracts. Total decentralization allows the transparent organization of the lottery. The winner of each round of sales will be chosen using a specific algorithm. Every lottery participant will offer at least one ticket to be able to participate in the lottery. In case the amount of tickets will not be collected, the smart contract will return all tokens to the participants willing to buy the lot put up for sale. Distribution and payout procedures are transparent and supported by smart contracts. The transparency and the trust attributed to the smart contracts operating on the blockchains, derive from the fact that all agreements are executed automatically and allow no third-party access or administrator intervention. When the amount requested by the seller is collected and the sale takes place:

1. the system sends the code to the buyer winner;
2. the seller delivers the lot;
3. the buyer receives the lot and sends the code to the seller;
4. the seller enters the code in his profile and receives the tokens.

MinimalWin is the first platform in the world that is built entirely on Ethereum smart contracts which allows you to win through an algorithm everything that is put on sale on our platform. It's a kind of lottery, but unusual one, kind an auction, but not finished or concluded. Our aim is to built a platform that creates an innate trust in a potentially corrupt system for one to win something that is auctioned through a decentralized blockchain system that benefits all.

Why MinimalWin:

- **Completely decentralized lottery system.** Everything is built on smart contracts; all transactions are displayed in an open registry (blockchain) therefore any participant can make sure that the winning lot is awarded in full concordance with lottery rules, without any third party involvement;
- **Availability.** To sell a lot or to try to win it, the seller/ the participant must only register on the platform and have an Ethereum electronic wallet;
- **Absolute transparency.** The platform mechanisms are clearly displayed on the Ethereum blockchain and are available for viewing to everyone. Also everyone can see all the steps of the draw in the ETH blockchain (from placing a lot, selling tickets, and to picking a winning ticket);
- **Organization of own lottery.** Any user can create his own lottery, expose a lot, set the price of his lot;
- **Anonymity.** Despite the fact that the blockchain is an open database, it only shows the numbers of electronic wallets. Every user is defined by their alias and wallet ID, which means that the stored data are anonymous and don't require any personal information or additional documents;
- **Lottery of goods.** First lottery to win real things/goods (cars, houses, jewelry etc.) besides cryptocurrency.

Goals of MinimalWin

1. To create a completely decentralized lottery-auction ecosystem;
2. To provide the opportunity to sell goods through a non-traditional form;
3. To give the possibility to everyone to create his own auction-lottery, exposing a lot;
4. To give people the chance to win that they desire by paying less;
5. To guarantee the possibility to receive instant pay-off after the sale.

Specifications. Challenges Faced by Lottery Industry

Blockchain technology can solve trust and fairness issues faced by the lottery industry. As with all centralized services, lotteries have real and perceived trust issues. Some of the most common lottery industry problems are:

- **Fairness.** Ensuring fairness of the game remains the biggest challenge. Several possible concerns are: is the Random Number Generator truly and secure?, is the money accumulated in one pool?, is the lottery winner real?, are the prizes paid on time?;
- **Regulations.** In some countries lotteries are not legal, and in most other countries only governments can obtain license to operate commercial lottery business.
- **Availability.** Users from other countries cannot easily participate in some of the biggest lotteries in the world. Users are limited to playing smaller, local lotteries. New online solutions that allow such players buy worldwide tickets have recently gained some popularity, but the service charges, as well as risks of fraud remain high.

Even if our type of lottery is unusual one, the blockchain technology can help us to solve these problems. We will be transparent enough and everybody can check the Random Winner Generator, data on the amount of funds collected, distribution of goods, everything will be stored in the blockchain system.

How MinimalWin works

Our team have built a completely transparent and fully decentralized platform for organizing and conducting a sale lottery using the blockchain technology and Ethereum smart contracts.

I. Free registration

The first thing a participant needs to do is to register on the MinimalWin platform and to have an Ethereum electronic wallet. The registrations on the platform are free for both participants (buyers and sellers).

II. Placement of the lot

The seller has the opportunity to place the lot in one of the categories: Digital, Cars & Moto, Fashion, Real Estate, Jewelry and Ethereum & Crypto. In order to avoid placing false or indecisive lots, the seller will be charged with a fee for each lot (warranty). When placing the lot, the seller describes his product, uploads photos, the term he wishes to sell, no more than 30 days, and sets the lot price in MW Ticket, not less than \$ 250 per lot, based on 1 MW Ticket = 1 \$. The cost for 1 MW Ticket is equivalent to \$1 USD, which is the price for a single play. A smart contract is created for each lottery defining a lot and the number of entries of tickets. See please all Terms and Conditions on www.minimalwin.io

III. Participation of buyers

After selecting the lot and making a bet, the player agrees to the terms of the smart contract, which list the date of the lottery, the price for one ticket (1MWT for each bet), and the terms of the lottery-auction.

IV. Choosing the winner

When the number of MWT plus 3-15 % (MinimalWin platform commission, see please all Terms and Conditions on www.minimalwin.io) is accumulated in the pool, the smart contract runs the algorithm that establishes the winner of the lot. A winner is selected at random using a unique algorithm. In this case the system automatically transfers the winning code to the winner, based on the smart contract. All operations with the winning lot are saved on the blockchain and can be tracked at any time by any user. Payments are made on the basis of smart contracts, concluded by users at the time of bet confirmation.

V. Auction failed

The auction does not take place, if the quantity of required tickets does not accumulate. Everyone gets his MWT back, and the seller loses his warranty. That is the way it works, so sellers should be careful to put into play attractive lots and proper, establish prices so the lots could be tempting to win.

Random Winner Generator.

A winning combination is formed for each lot by a random number method on the basis of a cryptographically stable hash function.

That means is that there is no way the system can cheat user by picking a lottery winner who's in favor. All winners are picked randomly. The method for picking the winners is described below.

At the beginning of each lottery, service generates a server seed for that raw and returns it's SHA256 hash.

! When a lottery round has concluded, **we** make a list of all user IDs and their lottery tickets and sort it in ascending order of the user IDs. **We** then use this list to assign ticket numbers for all tickets. For example if user ID 1 has 10 tickets and user id 2 has 20 tickets, then user ID 1 will have ticket numbers 0 to 9 and user ID 2 will have ticket numbers from 10 to 29. This is done for all users.

Then the list containing the user IDs, tickets held by each user and their ticket numbers are recorded into the Ethereum global network via dedicated smart contract. This record also contains

- the total number of tickets issued in the round,
- the server seed for that round and
- SHA1 hash made on the content as a checksum.

When the record is published it gets containing block and as result block's announce which is a meaningless value in a block that can be adjusted in order to try to satisfy the 'proof of work' condition. **This is the essence of mining.** This value makes satisfying 'proof of work' hard computational work that depends on luck.

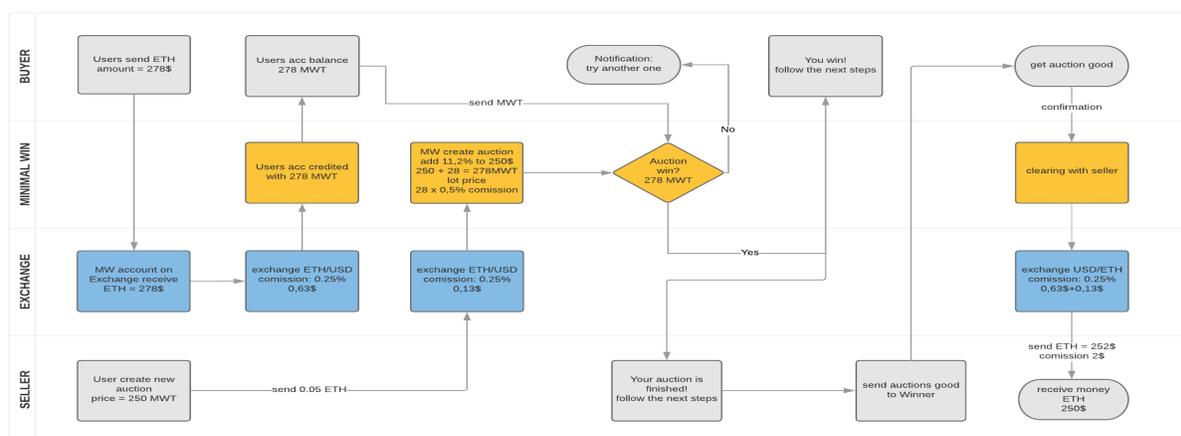
The discovered block nonce (NONCE) as int64 value gives us a number between 0 and 9,223,372,036,854,775,807 (MAX_BIG_INT). NONCE is then multiplied by the total number of tickets minus 1 and divided by MAX_BIG_INT to get a NUM between 0 and

the total number of tickets less 1. NUM is then rounded off to the nearest whole number which is the winning position in the published list. The user having the ticket with the winning position wins the raw.

The system described above that is used for picking the winners is provably fair because it has multiple safeguards in place to ensure that winners are picked randomly and fairly.

1. We provide a SHA256 hash of the server seed when a lottery round starts. If we change the server seed at any time, the SHA256 hash of the new seed will not match the hash we provided earlier. After a round has ended and we provide the server seed that will be used to pick winner, the hash of the seed we provide can be checked against the hash we provided originally and both should match.

MINIMAL WIN - AUCTION FINISHED



Minimal Win income = $278\$ - 250\$ - 0,63\$ - 0,13\$ - 0,63\$ - 0,13\$ - 0,14\$ - 2\$ = 24,34\$$

Marketing plan

By employing the right marketing strategy, MinimalWin will develop a strong presence in both communities : online and offline .

Product advertising will be based on the following principles:

- Platform launch based on market analysis;
- Market tests;
- Platform development to comply with market requirements;
- Platform advertising with popular resources and opinion leaders;
- Start of active advertising campaigns, purchase of a large amount of traffic;
- AB tests and strategy adjustments.

Advertising optimization for targeted actions is the most effective strategy. We plan to optimize advertising for the following targeted actions:

- Platform sign up
- Lottery participation

Key promotional tools:

1. General advertising activities and audience preparation:

- Advertising in online media;
- Working with opinion leaders (YouTube and Instagram bloggers);
- Buying banner advertising on Google Adwords.

2. iOS and Android:

- Facebook - purchase of application installs with purchase optimization;
- Twitter - purchase of application installs with purchase optimization;
- Google AdSense - purchase application installs;
- App Store Optimization - local service promotion in mobile app stores for key inquires.

3. Web and mobile:

- Google Adwords;
- SEO for all used search inquires. To make sure we are featured prominently in search results;
- Work with various Internet resources and purchase of materials from various media;
- Make mobile priority. Adaptable UX so users can visit our platform from any device.

Pre-ICO:

MinimalWin ICO is divided into Pre-ICO funding round, followed by the ICO itself. We are aiming to raise as much money as possible during each stage, ideally aiming to hit our hard cap before the ICO ends. During the Pre-ICO, participants have an opportunity to get 25% token Bonus. The minimum investment is 1 ETH, while the maximum is 100 ETH per investment.

Pre-sale funds will be utilized for:

- ICO Marketing;
- Platform development.

Crowdsale details

The MinimalWin Crowdsale and the corresponding token creation process will be organized around smart contracts running on Ethereum.

In total 244 444 444 MinimalWin Tokens (MWT) will be created.

Participants willing to support the development of MinimalWin Platform can do so by sending Ethereum to the designated address.

Token contract address will be published **only** on website www.minimalwin.io/ico 48hrs before the crowdsale launch date.

By doing so, they are purchasing MinimalWin Tokens (MWT) at the rate of 1MWT = \$0.1 USD which will be sent to their wallet.

Initial Coin Offering (ICO). Details:

- The main currency during the token generation event is Ether (ETH);
- Contributors sending ETH to MinimalWin Smart Contract address will receive tokens only once the KYC (Know Your Customer)/AML (Anti Money Laundering) is completed and the ICO is over;
- If the Crowdsale campaign does not reach its minimum capital goal, all funds will be returned automatically to MWT holders;
- Token Creation has a Hard Cap: upon achieving this Cap, token creation will stop and no further contributions will be accepted. The Hard Cap is equal to 110 mln MWT;
- Tokens that are not sold during the Crowdsale rounds will be automatically transferred to the further financing rounds by the smart contract, and will burn at the end of the token sale;
- Shortly after the ICO, MWT tokens will be available on exchanges and will be used for payments on MinimalWin Platform;
- All tokens purchased during ICO are subject to a vesting for 1 month.

Initial Coin Offering (ICO). Overview

Name of Token	MinimalWin Token
Token Symbol	MWT
Technology Platform	Ethereum
Token Price	1 MWT = \$0.1 USD
Pre-ICO Start Date	May 1, 2019
Pre-ICO End Date	May 7, 2019
Minimum Token Purchase during Pre-ICO	1 ETH
Maximum Token Purchase during Pre-ICO	100 ETH
ICO Start Date	May 8, 2019
ICO End Date	June 8, 2019
Minimum Token Purchase during ICO	0.25ETH
Maximum Token Purchase	100 ETH
Minimum Goal (soft cap)	\$ 4 000 000 USD
Hard Cap	\$ 11 000 000 USD

Total Token Supply	244 444 444 MWT
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Token Distribution	45% to public, 55% Minimal Win
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During Pre-ICO participants will receive 25% early commitment Bonus.

Minimal investment during the Pre-ICO will be 1 ETH.

1 MWT will be corresponding to 0.1USD



The amount of MWT tokens per 1 ETH might vary due to the movement of the Ethereum price.

During the ICO participants will receive Bonus, too. As you will see in our plan below, we wish to reward earliest contributors by offering selected discounts and gradually lose their value over the duration of the ICO:

8-17 May 2019 - **15% Bonus;**

18-27 May 2019 - **5% Bonus;**

28 May-8 June 2019 - **0% Bonus.**

In case of refunds, all investors will automatically receive a return of their funds without transactions fee (3%) if the minimum goal is not reached by the end of the ICO. At this point, the project will be closed as the marked demand of our platform will clearly be insufficient to justify full development of the platform.

All unsold tokens following the end of the ICO will be immediately burned via smart contracts. However, reaching our minimum goal will allow us to launch the project and follow our proposed Roadmap. No further tokens will be generated beyond what is listed in the above table.

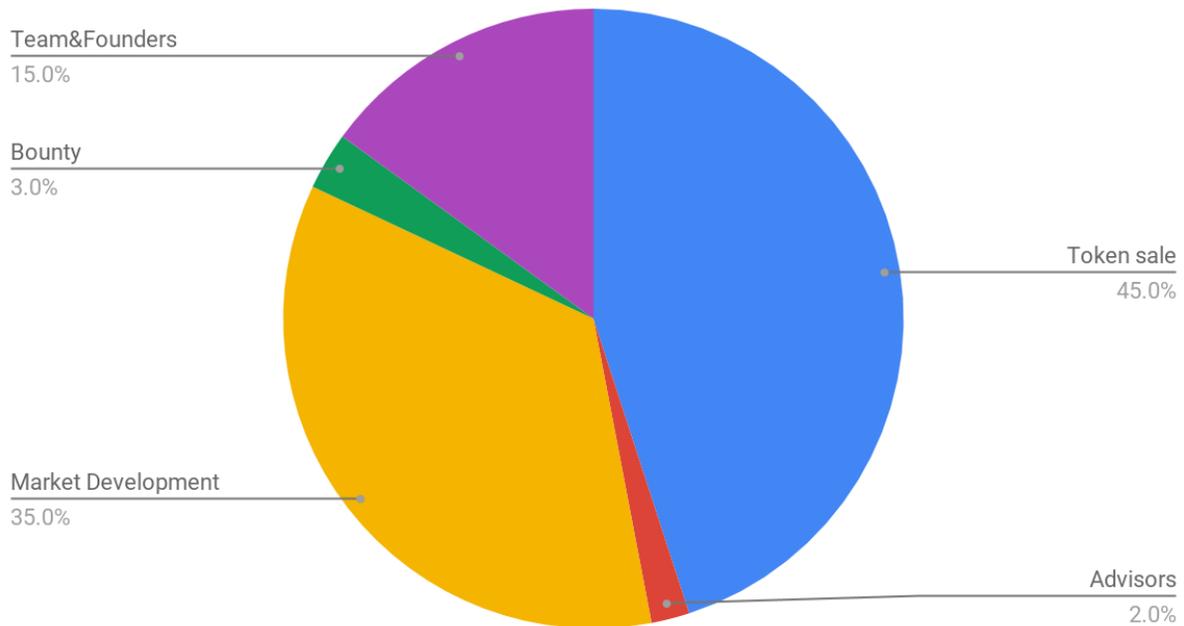
The main sale will end at the earliest of the following events: A) 110 mln MWT tokens are purchased or B) the end date of 8 June 2019 at 00:00 UTC is reached.

Final dates for both Public Pre Sales and Public Sales will be published on the official MinimalWin website.

Important: Citizens of the United States of America, Mainland China and Singapore are not permitted to participate in the Presale and Crowdsale.

ICO Overview:

Distribution of tokens



45% will be allocated for Public Tokens round;

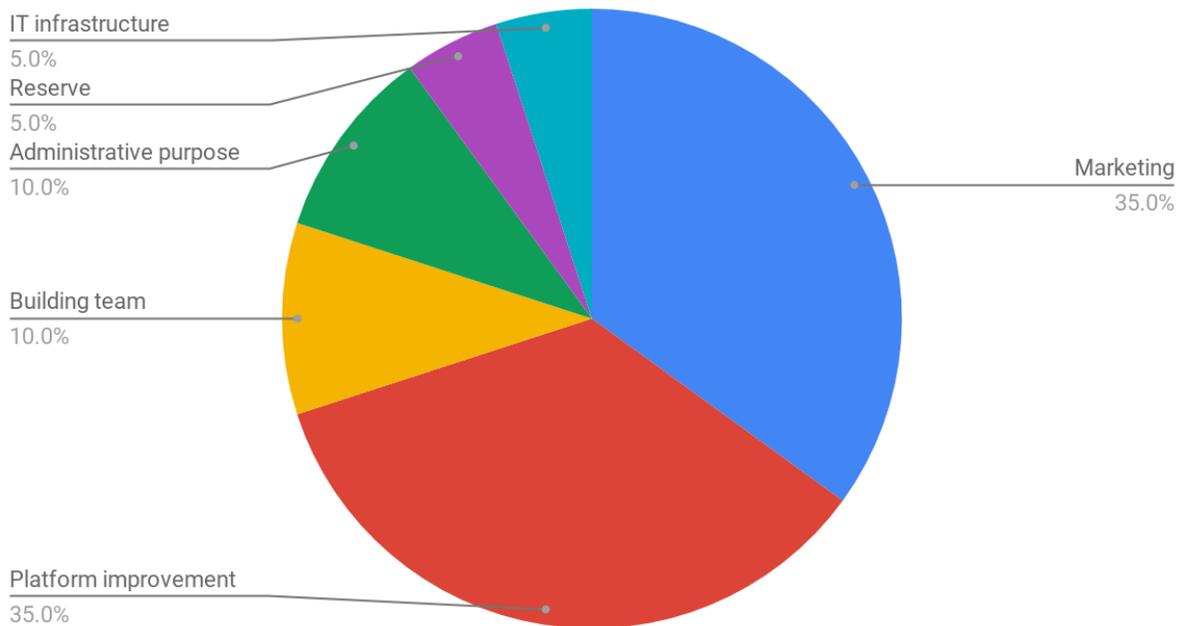
15% will be reserved for MinimalWin Team. These tokens will be locked $\frac{1}{2}$ for 6 months and $\frac{1}{2}$ for 12 months after the completion of the token generation event;

2% will be reserved for Advisors. Those tokens will be locked for 6 and 12 months as well after the completion of the token generation event;

3% will be reserved for bounties campaigns;

35% will go to network growth and market development will be fully redistributed to reward MinimalWin community after launching of www.minimalwin.io final version. Until that moment (01.09.2019) all the tokens will be locked/frozen.

Fund allocation



35% will cover expenses for platform improvement and business development;

35% will cover marketing expenses: advertising, digital marketing, direct marketing and employee costs from internal marketing department;

10% will cover expenses incurred in controlling and directing the organization, salaries of senior executives and costs of general services (accounting and contracting);

10% will cover new hiring and external consultants;

5% will cover the total cost of using and maintaining the IT investment over time (hardware, software, operations and administration);

5% will be reserved as contingency for unplanned expenses.

Vesting

To avoid dumping tokens onto the market and creating oversupply, co-founders tokens, advisors tokens and reserve tokens are subject to a vesting schedule. All tokens distributed to the team (36 666 667, representing 15%), advisors (4 888 888 MWT tokens, representing 2%) and market development (85 555 555, representing 35%) are subject to vesting. Vesting model ensures more value and security for the token contributors. Vesting provides more loyalty from the core team towards the project and ensures that MinimalWin Token is not subject to market manipulation and provides stable market development for the MWT token.

Eventually vesting is a way for the MinimalWin Team to show the commitment and loyalty for the MinimalWin project.

MinimalWin introduces the following Vesting model:

MWT tokens for co-founders, team and advisers will be locked once Token Sale distribution will end.

1. $\frac{1}{2}$ of MWT is locked for 6 months from Token Sale distribution;
2. $\frac{1}{2}$ of MWT is locked for 12 months from Token Sale distribution.

The vesting model is active 12 months in total and shall be activated with a smart contract once the token sale is complete.

The Tokens for network growth (market development) - 85 555 555, representing 35% - are subject for vesting until launching of www.minimalwin.io final version. Until that moment (01.10.2019) all these tokens will be frozen too.

Purchaser Eligibility & KYC / AML Compliance

All rounds will follow KYC (Know Your Customer) and AML (Anti Money Laundering) best practice under Maltese jurisdiction.

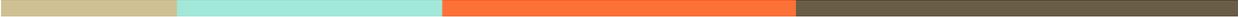
The participants personal information and identity proofs are then computed and compared to a legal database.

USA, Mainland China and Singapore residents or citizens are not allowed to participate to the MinimalWin Pre ICO and ICO.

All tokens will be generated and distributed only once the KYC/AML is completed and the ICO is over. Minimum amount to claim tokens is 1ETH during Pre ICO and 0.25ETH during ICO.

Project Timeline. Roadmap

Q1 2018	<ul style="list-style-type: none">● the concept development;● analysis and market research of competing platforms;● developing the plan, technical requirements and platform design;
Q2 2018	<ul style="list-style-type: none">● building Ethereum Smart Contracts for upcoming Pre-ICO event;● preparing for Pre-ICO period;● start developing the beta version of the MinimalWin platform;
Q3 2019	<ul style="list-style-type: none">● launching of the Pre-ICO;● hiring new team members;● marketing and promotion campaign of ICO;● preparing for the ICO;● ICO period, MWT token Crowdsale & Distribution Event;
Q4 2019	<ul style="list-style-type: none">● testing the beta version of platform www.minimalmin.io;● launching of www.minimalwin.io final version;● marketing & promotion campaign of MinimalWin platform;
Q1 2020	<ul style="list-style-type: none">● releasing mobile application for iOS and Android.



Privacy:

As we are based on the Ethereum blockchain, we understand the importance of maintaining the privacy of our participants. Users' privacy is of the utmost importance to us and maintaining the trust and confidence of our users is our top priority. Our "Privacy Policy" informs of the ways we ensure privacy and the confidentiality of personal data and the anonymity of our users. Our "Privacy Policy" also describes the information we gather, how we may use the data and the circumstances under which we may disclose such information to third parties.

Our team

We are a young and ambitious, energy-intensive team that implements the latest technologies to achieve the most unforgettable goals.

We understand what we need to do and all the things to be done.

We inform about what is happening with the project at each stage.

We answer questions at any time.

We created a convenient auction lottery platform for everyone. If we missed something, we were waiting for your suggestions. We will implement them with love.

Our team is comprised of multi-skilled professionals that have worked with each other in various capacities and became friends.

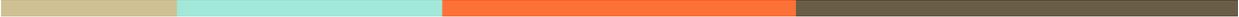
Iury Regeliuc, CEO, Vision & Co-Founder. He started researching bitcoin and blockchain technology in 2015. He has personally invested in multiple blockchain projects returning 3 times his original investment. Iury has over 10 years of sales leadership and business development.

Andrew Matco, Co-Founder & Art Director. He is always looking to combine his two passions: technology and design.

Denis Oncea, Co-Founder & CTO. Interested in artificial intelligence, blockchain, cryptocurrency, mining, trading, investing, programming and data analysis. A wide range of experience in different areas. He has coached and worked directly with over one hundred organizations and business startups, helping them to secure over one million dollars in new funding.

Veronica Trifan, Financial Analyst. With a significant and broad academic background in finance, entrepreneurship and social sciences, Veronica completed her doctoral thesis at State University of Moldova on the topic of developing community leaders. 5 years of university lecturer in finance...

Adrian Solomon, Marketing Director. Graduated from Trade Cooperative University, degree in marketing. Very interested in marketing and blockchain technology. He started



research on bitcoin and blockchain technology in 2016. Prior to MinimalWin Solutions, Adrian spent 10 years in sales, marketing and leadership positions.

Liubovi Caraus, Social Media Marketing. As Marketing Manager, Liubovi is involved in managing our social media accounts and internal marketing initiatives, eventually felled a true passion for communicating through digital marketing and brand storytelling. She is responsible for maintaining a consistent voice across our social media channels.

Andrei Fortunatov, Business Development & Product Management. Andrei has a passion for social innovation. He has created online platform.

Cristina Donica. Cristina works for 3 years as an SMM at well know world luxury brands. She constantly develops her skills, practicing and accomplishing new innovations, attending master-classes, webinars, etc. A new challenge is MinimalWin - a platform where luxury is available for everybody. She truly believes in success of the project.

Company Domicile & Tax.

MinimalWin Solutions is established in March 2018, Registration number C 87928 . Due to tax benefits, Thrive decided to set up a Limited Liability Company, owned by its founders, domiciled in Malta. The general meeting of the shareholders is the governing authority of LTD Corp. Main reasons why MinimalWin Solutions LTD is established in Malta:

- Malta is constantly growing, representing the perfect environment for a dynamic company whose aim is to look at the future with a smart perspective.
- Malta provides sustainable economic policy with tax breaks for companies who want to invest in the country and with competitive employee costs.
- Malta is strongly working to put itself at the center of new, emerging economic ecosystems and to create a great environment for the development and commercialization of Fin-tech models for disruptive innovation. Malta government has also expressed the willingness to be on the frontline in embracing Blockchain technology and is working to create the appropriate regulatory framework, the right tax system and the best infrastructure to support this ambition.

Contact Us:

E-mail: info@minimalwin.io

Website: www.minimalwin.io

Telegram: <https://t.me/MinimalWin>

Twitter: https://twitter.com/Minimal_Win

Bitcoin talk: <https://bitcointalk.org/index.php?action=profile;u=2147707>

Reddit: <https://www.reddit.com/user/MinimalWin>

Youtube: <https://www.youtube.com/watch?v=maViJ9wnERE>

Facebook: <https://www.facebook.com/MinimalWinSolution>

Instagram: https://www.instagram.com/minimal_win/