



**Our main goal** of the project is to create a decentralized gaming protocol that would not favor centralized campaigns' over players/users and would provide a fair mathematical basis for games with a 50/50 probability of winning.

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# INTRODUCTION

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The time when centralized campaigns were the only ones making profit is coming to an end. We are changing the rules of the game by creating a decentralized gaming protocol that encourages both B2C and B2B players to participate.

The approach we are proposing would allow players to have fair win/lose probabilities and make profits that are usually reaped by the owners of the companies.

Blockchain technologies and smart contracts are now allowing the empowerment of users and the creation of autonomous systems that maximize end benefits and guarantee the elimination of the intermediary link between the end user and the service. The Decentralized Exchanges were the first to test such an approach, and now we are migrating this concept into the gaming industry.

We are building a protocol that relies on transparent and simple mechanics, where the odds are equal and monopolists of the gaming segment replaced by a liquidity pool.

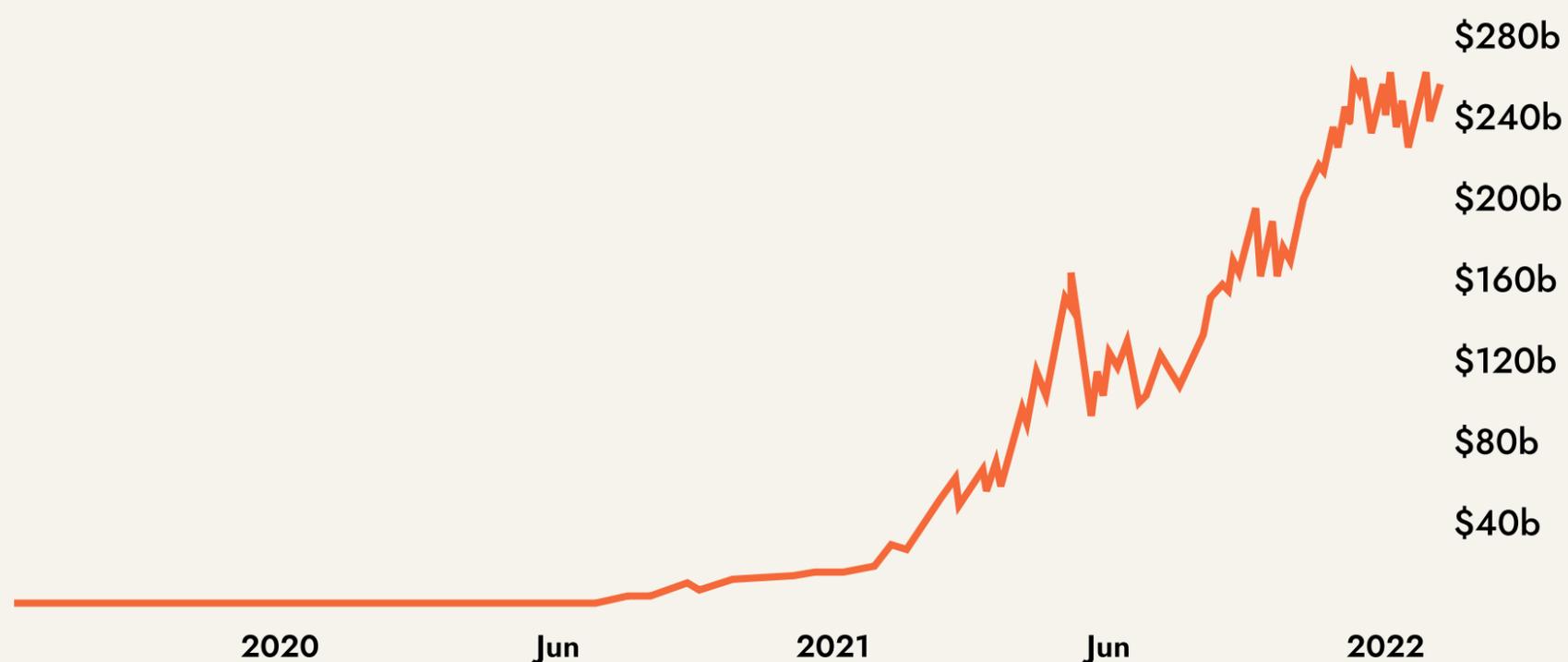
**Our mission** is to create an ecosystem for new projects that share the same vision, so that together, we can revolutionize this vast, multi-billion dollar industry.

# PROBLEM

## MARKET OVERVIEW

The online gaming market continues to evolve and is growing rapidly. According to a report released by Technavio, the average annual growth rate in the period between 2021-2025, will stand at 11.43%. Apart from the effects of the COVID-19 pandemic, the introduction of cryptocurrency-based gaming will be one of the key driving forces on the given market all the way up until 2024.

Total TVL  
\$255.84b +2.30%



# THE COMPANY ALWAYS WINS – THE PLAYERS LOSE

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In gaming, there is one certainty, one thing not left to chance – the house always comes out the winner in the end. Business company is not a charitable organization throwing free money away. Like any other business, it has a business model in place that is designed to ensure its sustainable and ongoing profitability.

No matter what game the players choose to play, the odds of the monopolists of the gaming segment winning their money are always greater than the odds of the players winning the company's money. The reason behind such statistical certainty is that all games are designed to provide the house with a built-in advantage, diminishing the chances and the size of potential payouts. In terms of the games with the lowest edge guaranteed to the house, the company might only be generating about a 1% to 2% profit, but still a profit nonetheless. In terms of other games, the house may be making profits of up to 15% to 25% or more.

For example, roulette remains one of the most popular games, but it carries a high 5.26% edge for the house. The house edge on slot machines goes as high as 17%. As for keno, it is an astonishing 25%. These figures do not take into account the huge number of shadow economy online games, where the chances of winning are set solely by the scammers who establish the platforms.

However, roulette wheels, besides having the numbers one to thirty-six, also have a 0 and sometimes 00 as well. The true odds of winning are thirty-seven to one or thirty-eight to one, not the thirty-six to one that is the most the player can get paid on a winning bet. The house edge has the odds advantage in its favor, as it represents the average gross profit the organization can reliably expect to make each game. For every \$1 million that is bet at the game in a company, management expects to pocket a profit of slightly more than \$50,000. The other approximately \$950,000 is returned to the bettors.

The game with the lowest advantage to the centralized campaigns is blackjack. If a player follows a perfect betting strategy, the house edge is only 0.5%. At some very liberal organizations, the house edge at blackjack may even be as low as 0.28%. Craps offers the next lowest edge standing at just 0.8%, followed by baccarat with a 1.06 percent house edge. The smallest edge only applies if the player is playing the odds perfectly, which few people do. The house edge increases as players bet less expertly and are affected by anxiety, drinks, or any other factors.

# HOW PLAYERS LOSE MORE THAN THEY EXPECT

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Even the many players who are aware of the house edge do not fully grasp its implications for their bankrolls. They believe that the roughly 5% edge the house has at the game table means that they can reasonably expect to sit down with \$100, gamble for a few hours, and the odds will remain that they will only lose about \$5. They fail to understand that the house edge does not apply to their starting bankroll, but to the total amount they wager.

For example, assume a player is making \$5 bets on every spin of the game wheel, and the wheel spins 50 times an hour. While the player may be winning some bets and losing some others, they are still wagering \$250 an hour. If the house edge plays out by the math, at the end of four hours of play, the player still loses \$50, or 5% of \$1,000 — an amount 10 times greater than what they had expected as a consequence of their misunderstanding of the house edge and the underlying mechanics.

No project in this area is ever aiming to bankrupt a player in one sitting. The goal is to make sure that in the long run, the players walk out with less money than they came in with, leaving more money in the gaming houses.

Many first-time players are pleasantly surprised at being offered free drinks by the management of the company. Such complimentary libations will cost the player more than the value of the drinks. Being inebriated does not generally result in better judgment when it comes to gaming. In the end, the laws of probability are always in the company's favor, even as the house edge varies significantly among the different games.

# THE EXTRA HOUSE EDGE

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The longer one plays, the greater the odds are that the result of the play will match up with the house edge. In the short term, a player may well be ahead, while in the long haul, the house edge will eventually grind the player down into unprofitability. Given that organizations operate on the exploitation of the given mathematical principle, their goal is to keep players gaming as long as possible to extract the maximum amount of profit.

# KEY TAKEAWAYS

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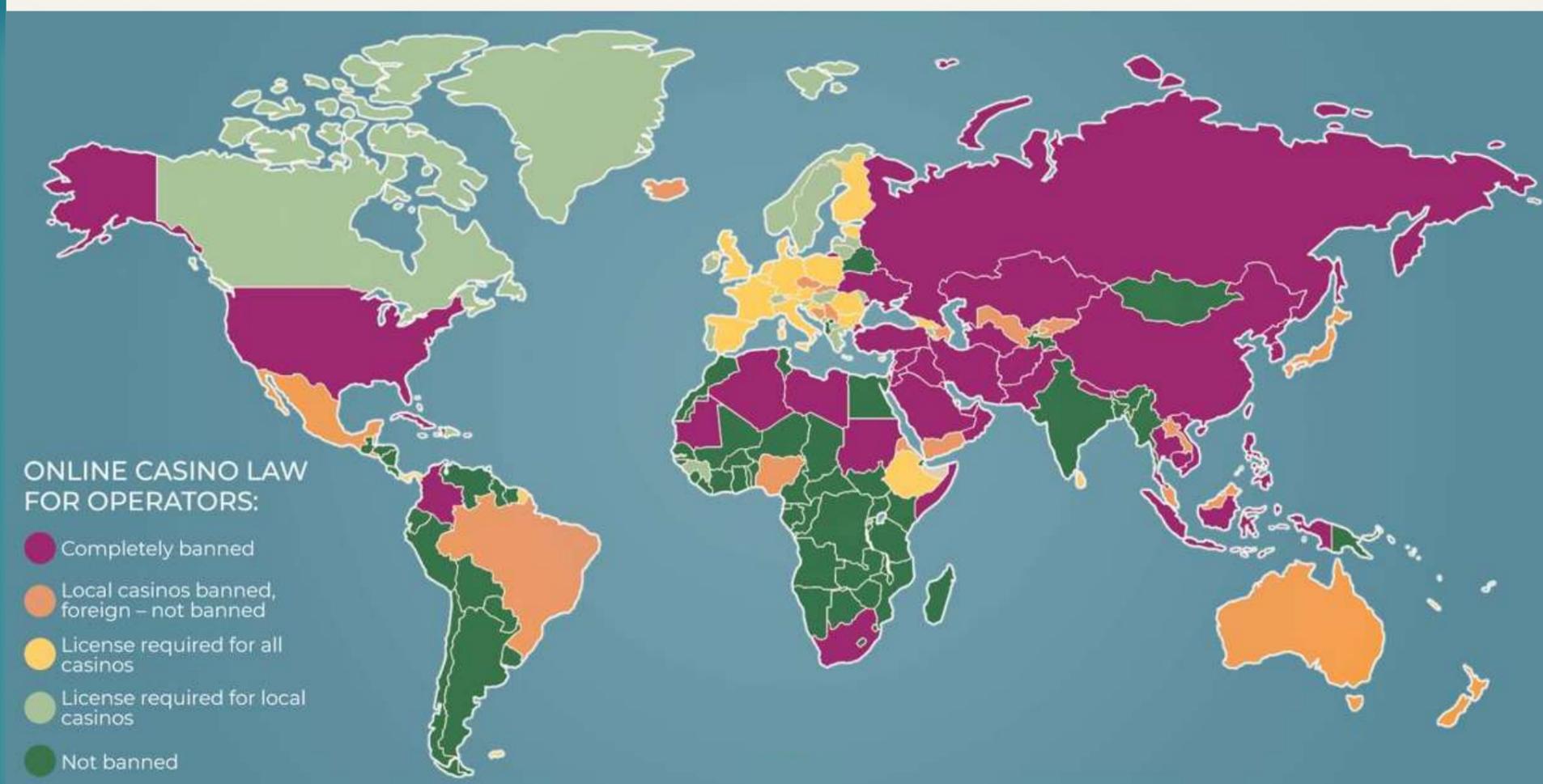
All centralized campaigns have a number of built-in advantages known as the 'house edge'. The given advantages ensure that the company, and not the players, will always come out as winners.

The longer one plays, the greater the odds are that the result of the play will match up with the house edge and the player will lose money.

# KYC AND REGULATION

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In many countries, online games are either completely banned or are heavily regulated. Such restrictions are a key factor holding back the development of the market and the reasons for the rapid growth of shadow online games. The algorithms of operation of shadow online games are configured in such a way as to milk players for money as much as possible and for as long as possible. The opportunities of withdrawing winnings in such projects are often absent in principle, or are convoluted and taxing to ensure that players keep redirecting their winnings into the game in a vicious cycle.



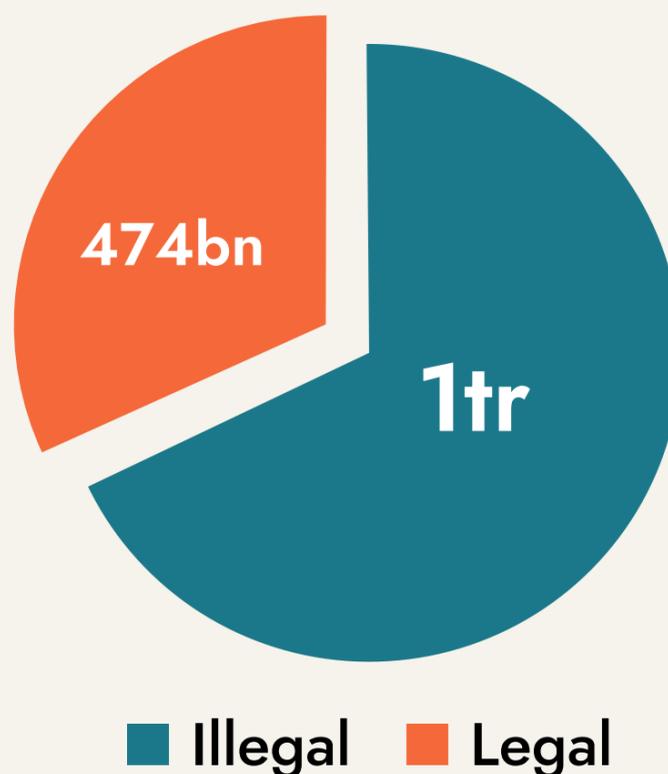
# TRUST ISSUES

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Trust is the key problem in online gaming. Most users don't have the opportunity to see or audit the algorithms the games are playing are based on. It is not uncommon for unscrupulous gaming platforms to manipulate the given factor and apply blatant fraud.

According to the European Commission on Preventing Criminal Risks, the illegal online gaming market is double the volume of the legal market. This disturbing reality allows gauging the true scale of fraud in the this industry.

**Global gaming markets:  
Estimated annual turnover  
(USD)**



# P2P GAMING

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A Peer-To-Peer (P2P) service is when two or more individuals interact directly without any intermediaries. Effective P2P is more secure, as it does not entail any of the major restrictions and downsides that frequently affect traditional sports gaming platforms and operators, enhancing confidence in mutual interaction.

The perfect instrument for ensuring the operational effectiveness and implementation of P2P gaming is blockchain – a distributed ledger that is immutable, fully decentralized and transparent to all parties.

Waiting 4-7 business days for wire transfers to clear was the norm not so long ago. The best-case scenario would have been waiting a few days for the funds to go through but, in many cases, banks would freeze assets and involve tax authorities for checking significant amounts of transfers.

The advent of blockchain technologies has offered an alternative to waiting for banks to circulate frozen funds before clearing them. Using cryptocurrencies as a means of decentralized finance for the purpose of gaming frequently means players can bet their value, play the odds, and withdraw their earnings all within one hour or less. There are many benefits to playing with cryptocurrencies rather than fiat currencies.

One of the main advantages of using digital currencies is that gaming deposits will be received on the player's account instantly, bypassing the possibility of freezing due to a lack of an intermediary in the form of a centralized financial institution. In addition, the decentralized market does not abide by any calendars and operates non-stop without holiday breaks. The given approach also ensures end-to-end confidentiality of transactions for full transparency and a lack of possibility of loss of funds.

More importantly, crypto gaming allows games to incorporate new and advanced features that have never before been seen in any website or physical venue. The tech-first approach to gaming is instrumental in providing such opportunities and streamlining the incorporation of new and advanced technological modules such as Augmented Reality and Virtual Reality in games.

# SOLUTION AND PROJECT DESCRIPTION

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The main goal of the project is to create a decentralized gaming protocol that would not favor centralized campaigns over players/users and would provide a fair mathematical basis for games with a 50/50 probability of winning.

Smart contract technology allows for the creation of such solutions. They also provide undeniable advantages over classic gaming mechanics in terms of transparency and speed of transaction processing.

# FAIR GAMING PROTOCOL

## ADVANTAGES:

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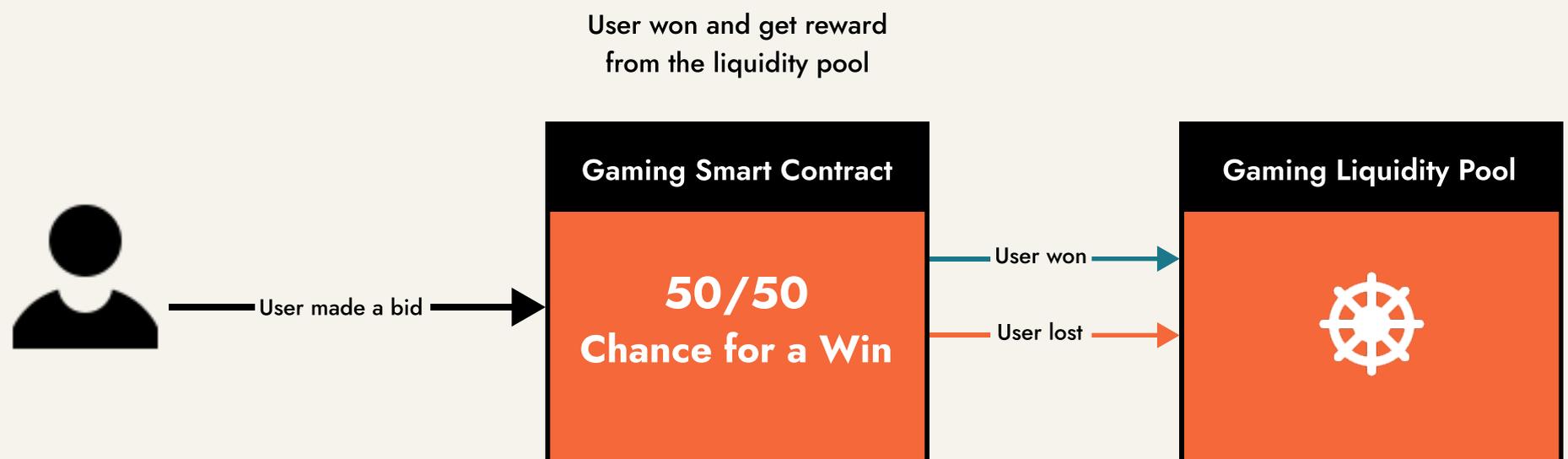
- ① The protocol guarantees a fair basis for giving users equal chances of winning and losing in gaming;
- ② The protocol allows users to earn additional income by providing liquidity to the game pool by applying mechanics that are similar to the operational principle of Uniswap liquidity pools;
- ③ The solution is completely open for audit with transparent mechanics and financial clarity;
- ④ Players don't need to keep their balances on the accounts of centralized organizations;
- ⑤ Players don't need to go through complicated KYC procedures and reveal their identities;
- ⑥ Players don't need to incur taxes and worry about related regulations;
- ⑦ The Protocol cannot be subject to restrictions in any countries or jurisdictions.

This solution is being implemented within the framework of the given project and future projects based on the Protocol we are proposing.

# GAMES WITH ZERO HOUSE EDGE

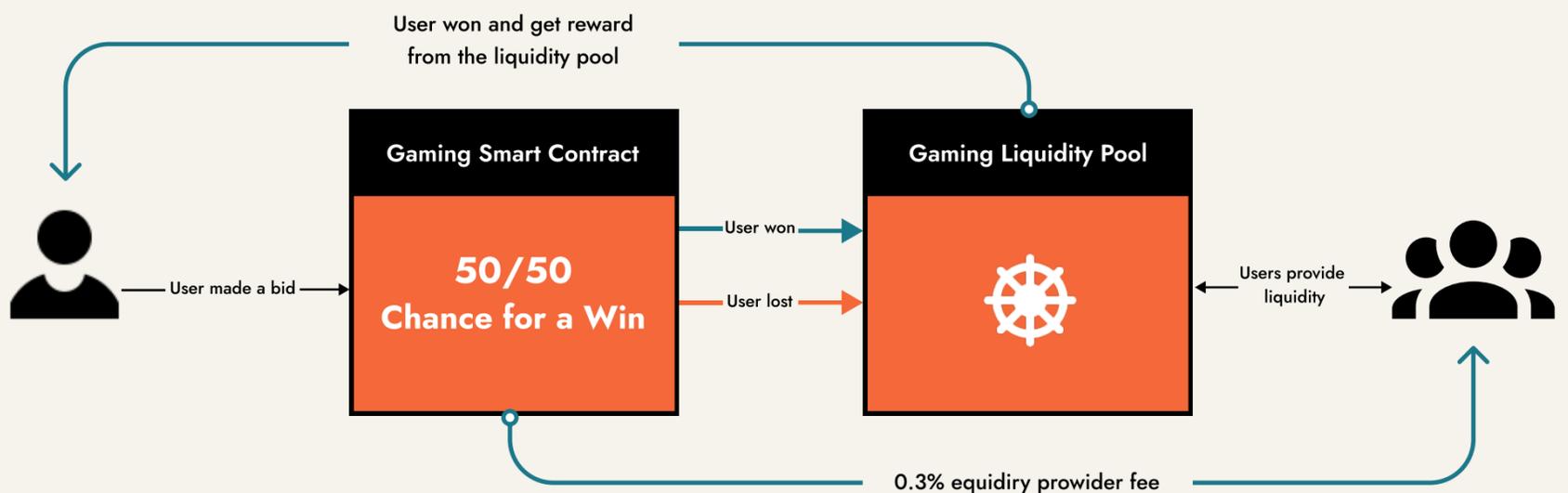
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Unlike the traditional representatives of the gaming segment applying house edges, an organization built on the Fair Gambling Protocol will provide equal advantages to the player and the house. Ultimately, the fair gaming principle means that when users are playing games on the Fair Gambling Protocol, they truly rely on pure luck and should lose no more than they can win.



# GAME LIQUIDITY POOL

The game liquidity pool is necessary to provide the player with the opportunity to win and the liquidity provider to earn their percentage on the players' bets. Under the Fair Gaming Protocol, the player does not play with the company, but with a liquidity pool that is provided with funds by other players engaged in the game.



To make sure that players will not be able to win the full amount of funds located in the liquidity pool, the maximum bet that a player can make will directly depend on the Total Valued Locked in the Protocol. The amount of the bet is calculated based on the given formula:

$$\text{Bet\_amount} \leq \text{LP} / 1000;$$

The size of the bet must be no more than a thousandth of the pool.

# LIQUIDITY PROVIDERS AND STAKING

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Users who provide liquidity to the gaming pool will be able to receive additional income as rewards. The profitability will consist of 0.2% of each bet made by the player.

Since the chances of winning between the user and the company are equal, there is a possibility of the centralized campaigns temporarily losing consequently to the user. As a result, the pool will temporarily have less liquidity in it than at its initial stage.

**In such cases, two scenarios are assumed:**

- ① The user can wait until the balance in the liquidity pool is restored and withdraw the full amount of their deposit. The liquidity provider will not be able to withdraw more liquidity than they had initially provided to the protocol, even when the balance of the pool is in favor of the company;
- ② The user can withdraw the amount of their deposit that is already available for withdrawal. The user can withdraw the remaining part of their funds once balance of the pool has been restored.

# TOKENOMICS AND TOKENSALE

## Private Sale:

FAIR price \$0.10

Tokens to sale 1,250,000

To Fund \$125,000

Tokens of supply 2.50%

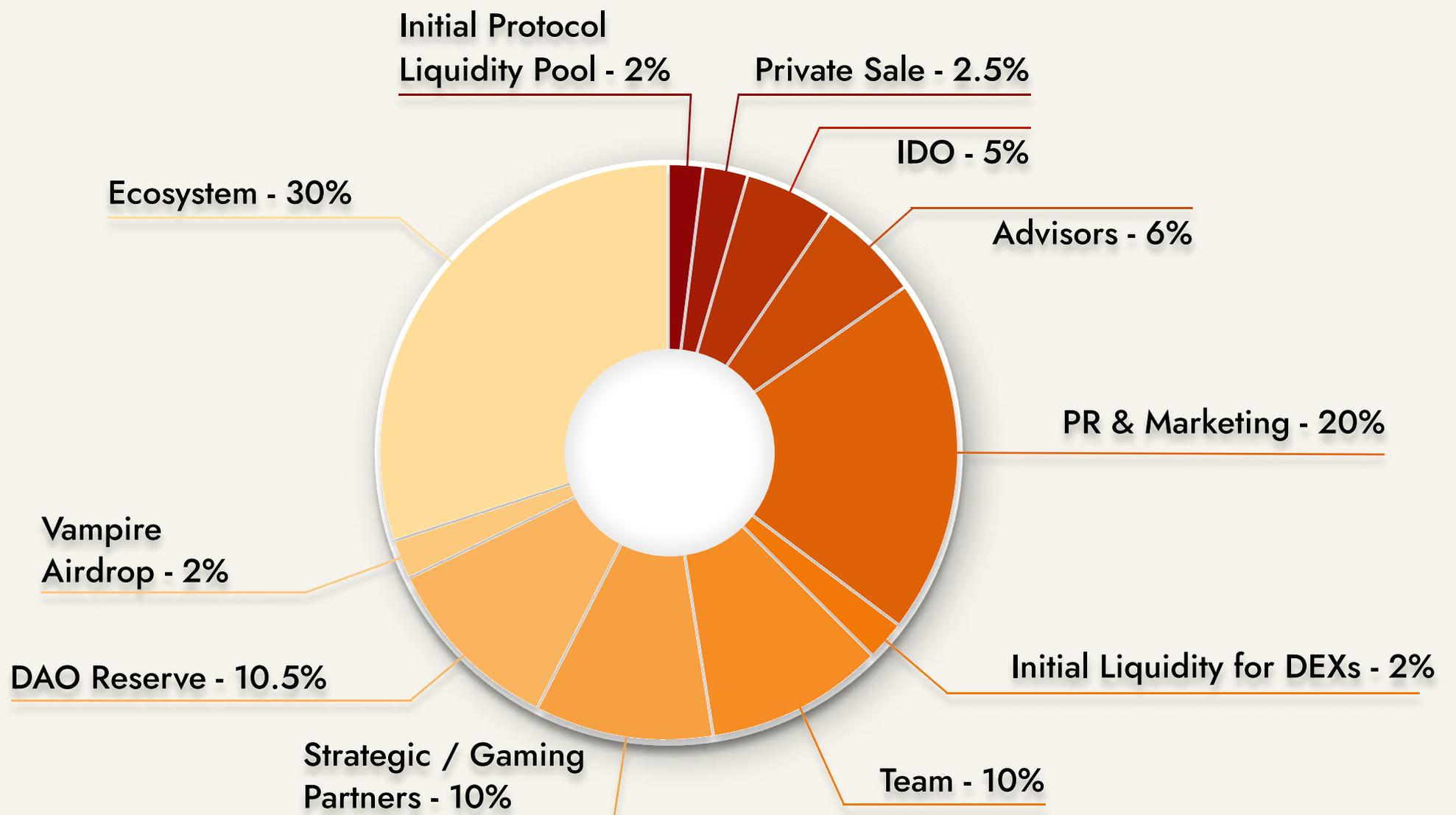
## IDO:

FAIR price \$0.20

Tokens to sale 2,500,000

To Fund \$500,000

Tokens of supply 5.00%



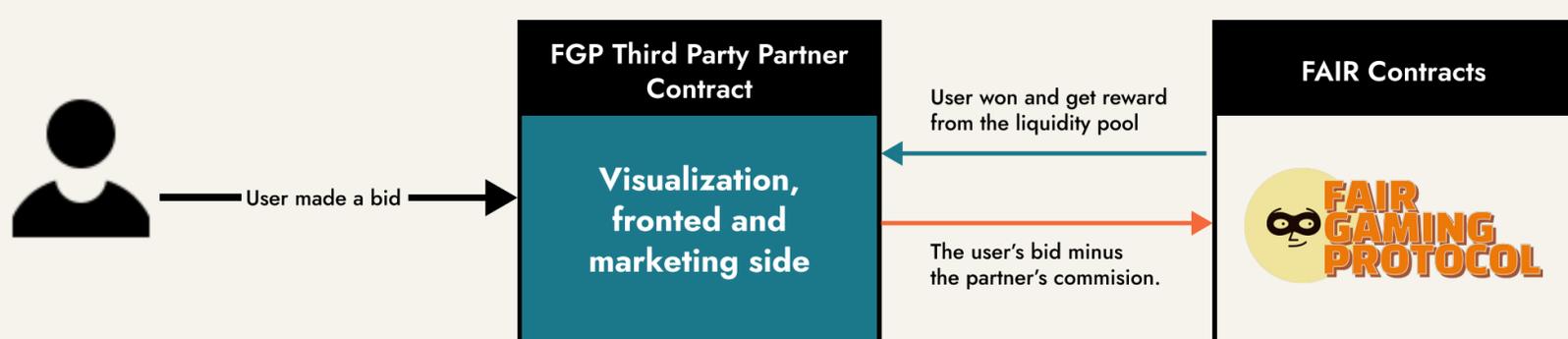
# PARTNERS AND PRODUCT MONETIZATION

We realize that it is not enough to have the best game protocol in the world in order to enter the market. Apart from the innovative backend solution a gaming product is a lot of work on the visual part and providing the best user experience (frontend), working with the audience, business processes and marketing.

That is why we see partnership with the strongest representatives of Gambling solutions as the most effective way to enter the market.

In order to make partners financially interested in protocol integration, FGP team will supply them with a certified smart contract, which will actually be a pad between the player and the protocol. This contract will charge the user an additional commission from each bet in favor of the partner, but no more than 0.25%-0.3% of each bet.

The amount of commission will be set by the partner side of the protocol at its discretion and regulated by the market.



# TOKEN SPECS

*Token Ticker: FAIR*

*Token Type: ERC-20 compatible*

*Token Supply: 50,000,000*

## GAMING

FAIR token owners are able to interact with gaming contracts. By having FAIR tokens on their balances, users will be able to interact with the Fair Gaming Protocol's gaming contracts, taking advantage of all the benefits provided by the protocol, as well as the underlying smart contract and blockchain technologies.

In practice, this means that FAIR tokens are used for setting bets in any games that are based on the Fair Gaming Protocol.

## STAKING

The Fair Gaming Protocol liquidity pool is replenished with FAIR tokens. All profits accrued by liquidity providers are also transferred in FAIR.

## GOVERNANCE

Once mature, the Fair Gaming Protocol will gradually transition to community governance, allowing the community to decide the future of the protocol.

For example, holders of the FAIR token will be able to govern the principles of the formation and transfer of payouts through voting.

## FAIR TOKEN DISTRIBUTION

A total of 50,000,000 FAIR tokens will be issued. The tokens will be allocated based on the following distribution scheme:

ALLOCATION	TOKEN AMOUNT	PERCENT OF SUPPLY	LOCKUP (month)	VESTING (month)
Private Sale	1,250,000	2.50%		6
IDO	2,500,000	5.00%		
PR & Marketing	10,000,000	20.00%		36
Protocol Liquidity Pool	1,000,000	2.00%		
Initial Liquidity For DEXes	1,000,000	2.00%		
Team	5,000,000	10.00%	12	12
Strategic Gaming Partners	5,000,000	10.00%	12	36
Advisors	3,000,000	6.00%	12	12
DAO Reserve	5,250,000	10.50%	12	36
Airdrop & Rewards	1,000,000	2.00%		
Ecosystem	15,000,000	30.00%	6	36
<b>TOTAL</b>	<b>50,000,000</b>	<b>100.00%</b>		

### PRIVATE SALE - 2.5%

A total of 2.5% of the issued tokens will be distributed during the pre-IDO stage. Tokens purchased during the initial sale period will have no lockup and will be immediately available for gaming, staking and trading.

The funds raised at the Pre-IDO stage will be used for the following purposes:

- Protocol development (58%);
- PR and Marketing (32%);
- Operational costs (8%);
- Development of the first demo project of the Fair Gaming Protocol (2%).

### IDO - 5%

All funds collected at the IDO stage will be directed at the development of the protocol, the Game Contracts, the Governance System and the Vampire Airdrop distribution mechanism.

### PR AND MARKETING - 20%

Most of the issued tokens will be used to promote the Protocol and the projects based on it. Our task is to make sure that people no longer nurture any vain hopes of making easy money by playing in classic games.

The main goal of the project's marketing strategy is to attract the users of currently operating cryptocurrency projects as well as the players of classic online games. The influx of such users into the decentralized gaming industry can be achieved through the communication of the undeniable advantages of games based on the Fair Gaming Protocol and blockchain technologies in general. Thus, the promotion of the Fair Gaming Protocol will contribute not only to the development of the Protocol itself, but to the entire cryptocurrency industry as a whole.

### INITIAL PROTOCOL

#### LIQUIDITY POOL - 2%

We expect that Protocol users will be providing the bulk of the liquidity to the pool, and they will receive the lion's share of income from staking. We will provide only 2% of the issued tokens to the pool as initial liquidity so that early users of the protocol can start playing without having to wait for sufficient liquidity to be accumulated in the pool.

### TEAM - 10.00%

The team will be retaining 10% of the issued tokens with a 12-month lockup period.

### STRATEGIC / GAMING

#### PARTNERS - 10.00%

In order to accelerate the scaling of the protocol, it is necessary to provide users with the best conditions and opportunities on the market. It is also vital to ensure that they receive a valuable and highly competitive gaming experience.

To make sure that such ambitious goals are attained, our team will be attracting market leaders to partner with the Protocol and tailor their best products to start applying Fair Gaming Protocol mechanics.

### DAO RESERVE - 10.5%

10.5% of the coins will be allocated into a reserve and stabilization fund under the management of the DAO of the Protocol.

### VAMPIRE AIRDROP - 2%

After the development of the first few fully operational gaming products based on the Fair Gaming Protocol, a unique Airdrop mechanism will be launched, which is designed to quickly and efficiently build up an initial user base and a pool of liquidity providers.

### ECOSYSTEM - 30.00%

In addition to the protocol itself and the game contracts, the project will also entail an ecosystem that includes the following components:

- Developer Portal;
- Vampire Airdrop;
- Launchpad;
- DAO;
- Regulatory Compliance;
- NFT Rewarding System.

# VAMPIRE AIRDROP

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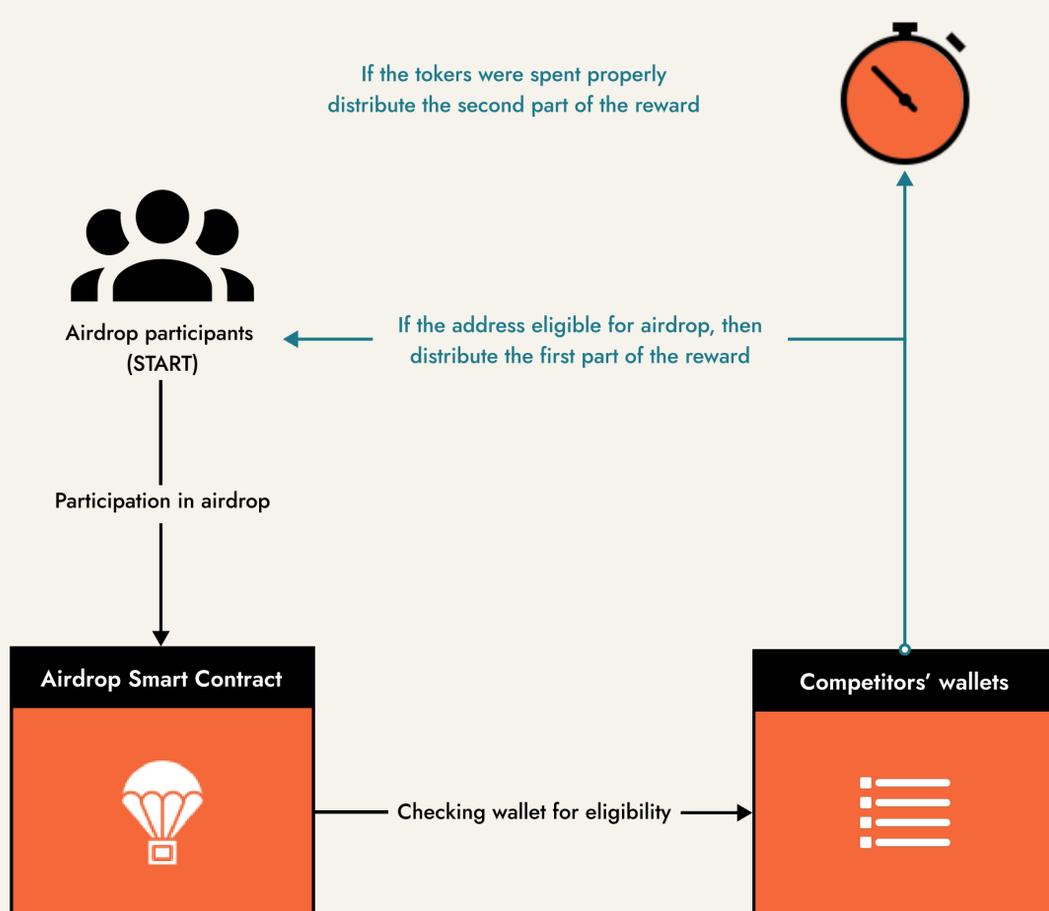
In 2020, the SushiSwap project managed to attract more than a billion dollars in less than a week to its liquidity pool using a clever approach. Since most of the funds were diverted to the SushiSwap pool from the Uniswap pool, the strategy became known as a Vampire Attack.

The given mechanism inspired the Fair Gaming Protocol development team to conduct a unique Airdrop campaign that would contribute to the rapid growth of a high-quality target audience to projects based on the Fair Gaming Protocol in a short period of time. By analogy with the Vampire Attack strategy conducted by SushiSwap, the Fair Gaming Protocol Airdrop is dubbed the Vampire Airdrop.

# VAMPIRE AIRDROP MECHANICS

The essence of the Vampire Airdrop is to issue generous rewards to active members of non-Fair Gaming Protocol games so that they can try out the Fair Gaming Protocol for free. Moreover, the amount of the reward and the logic of its distribution depend directly on the player's activity in competing projects. The aim of the approach is to ensure that new users are retained on a permanent basis within the Fair Gaming Protocol and become holders of the FAIR token.

## VAMPIRE AIRDROP PROCEDURE



- 1 A list of cryptocurrency gambling projects and their wallet addresses is compiled before the launch of the Vampire Airdrop.
- 2 Users participating in the Vampire Airdrop would see their wallets on a special page to ensure the receipt of their rewards. If transactions were made from their wallet to project wallets whose addresses were already compiled, the user receives the first portion of the reward. The more the user has played in non-Fair Gaming Protocol-based games, the higher the reward they will receive via the Vampire Airdrop. This mechanism is designed to ensure the distribution of rewards only to targeted users, thus maximizing the effectiveness of the airdrop and reducing the likelihood of token depreciation after the end of the event. The high efficiency of token distribution will allow the accrual of more generous rewards to airdrop participants. Such an approach will contribute to the faster and more effective dissemination of information about the Fair Gaming Protocol through word of mouth and the highlighting of its advantages among the communities of indirect competitors.
- 3 If the user who received the first part of the reward uses it in any game based on the Fair Gaming Protocol during the first two weeks after receipt, the second part of the reward will be automatically transferred to their wallet. This mechanism is also aimed at maximizing the airdrop effectiveness and preventing the token's exchange rate from dropping in case of a massive selloff of the tokens received by the airdrop participants.

# DAO AND DAO RESERVE

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## DAO RESERVE

Any project involves hidden risks and potential losses. To ensure the stability of the Protocol and maximize the likelihood of achieving set project goals, 5% of FAIR tokens will be allocated as a reserve and stabilization fund under the management of the Protocol DAO.

## DECENTRALIZED AUTONOMOUS ORGANIZATION (DAO)

The end goal of the project is to create a fully decentralized, balanced protocol that works autonomously without the involvement of any intermediaries and without any additional fees.

Issues involving the adoption of balanced decisions will be resolved by voting of FAIR token holders. The given approach ensures the governance function in the DAO.

The following are some of the issues that community governance will be called upon to resolve:

- *Jackpot payout size and frequency;*
- *Liquidity provider commission;*
- *Stabilization fund management;*
- *Farming strategy management.*

**IMPORTANT NOTICE:** When moving to full decentralization, the project team will voluntarily refrain from any commissions in their favor, as well as any potential leverage of centralized protocol management.

# ROADMAP

## Q1 OF 2022

1. Token launch;
2. White Paper release;
3. Pre-IDO stage;
4. Community buildup;
5. Token sale;
6. Development of the protocol core, liquidity pool and staking mechanism in Q1/Q2 of 2022.

## Q2 OF 2022

1. Development of the first gaming smart contract: Coin toss;
2. Development of a gaming smart contract: Dace;
3. Audit of smart contracts by a reputable company;
4. Attraction of strategic partners in the period of Q2 / Q3;
5. IDO.

## Q3 OF 2022

1. Development of a gaming smart contract: Roulette;
2. Development of a gaming smart contract: Poker;
3. Development of a gaming smart contract: Slots;
4. Development of a gaming smart contract: Blackjack;
5. Development of a gaming smart contract: Go in Q3 / Q4;
6. Development of a gaming smart contract: Aviator in Q3 / Q4;
7. Development of the Vampire Airdrop in Q3 / Q4.

## Q4 OF 2022

1. Audit of smart contracts by a reputable company;
2. Launch global marketing campaign through Q4 / Q5 / Q6;
3. Launch of Vampire Airdrop in Q4 / Q5;
4. Development of the Launchpad in Q4 / Q5;
5. Development of the NFT Rewarding System (NRS) in Q4 / Q5.

## Q1 OF 2023

1. Establishment of the DAO and Governance of Protocol System in Q1 / Q2;
3. Development of gaming smart contracts: P2P Gaming through Q1 / Q2 / Q3;
4. Release of the Launchpad;
5. Launch of the NFT Rewarding System (NRS);
6. Development of gaming smart contracts through Q1 / Q2 / Q3 / Q4.

## Q2 OF 2023

1. Transfer of project management to DAO, transition to full decentralization of the Protocol.

# ECOSYSTEM

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Effective on-chain governance requires new technologies such as DAOs, cryptographic voting systems, and collaboration interfaces to be built, maintained, and updated. The Fair Gaming Protocol platform will take on this responsibility and provide highly effective tools for DApp developers to utilize within the Fair Gaming Protocol gaming ecosystem.

As a result, developers will be able to focus on creating premium DApp experiences, while allowing the Fair Gaming Protocol to maintain the platform, and ensure system and ecosystem development. The community will be the greatest benefactors as individual users will be able to select the blockchain's most premium gaming experiences straight from their web browsers and be certain that their cryptocurrencies are stored safely within an ecosystem built by an experienced engineering team and rigorously tested to be safe and secure.

The Fair Gaming Protocol development team will build this ecosystem through a process of constant self-assessment and on-chain governance that will be used to target and fund potential avenues of partnership and development.

The community will have a strong say on the projects they want to see completed before updates are launched on the network. The Fair Gaming Protocol gaming ecosystem will also support the following services.

## ❖ PAYMENT SERVICES

*Developers can integrate the payment services of the Fair Gaming Protocol platform into their DApps.*

*This functionality is designed to make payments as easy as possible, comparable to in-app purchases on iOS and Android. Users can also make payments using cryptocurrencies from their wallets or from their credit, debit card or bank accounts.*

## ❖ LOTTERY (JACKPOT)

## ❖ LAUNCHPAD

## ❖ REGULATORY COMPLIANCE

*The Fair Gaming Protocol will fully comply with the rules of gaming in the jurisdictions of all regulators, as long as decentralized gaming is a part of regular online gaming.*

*The process of obtaining the appropriate licenses has already begun in Curacao, Costa Rica, and Malta through the Malta Gaming Authority. The team also plans to work with regulators around the world to obtain all the required licenses.*

*The Fair Gaming Protocol development team has gone to great lengths to ensure compliance with the interactive gaming platform. It is expected that licenses for operation in Curacao and Costa Rica will be obtained before the completion of the first phase of the project.*

## ❖ DEVELOPER PORTAL

*Developers who join the ecosystem will be able to access the SDK, API and technical documentation necessary to connect to the ecosystem. The portal will also include a set of developer tools that can leverage the blockchain, reward pools and incentive systems, social features, identity management systems, wallets, etc. This set of tools would allow developers to streamline the development process and provide users with the best gaming experience.*

# MARKETING STRATEGY

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The Fair Gaming Protocol will rely on a number of proven and effective instruments for advancing projects that revolve around gaming and the attraction of target audiences.

**The instruments will include:**

1. *Performance marketing*
2. *Referral program*
3. *Work with influencers*
4. *Affiliate program*
5. *Strategic partnerships*

## PERFORMANCE MARKETING

Thanks to many years of experience in promoting cryptocurrency projects, starting from the full promotion of ICOs, the development team turned its attention to collecting KYC for centralized projects, in particular cryptocurrency exchanges, and already has the most relevant traffic sources aimed at promoting DeFi projects.

The team will also distribute the allocated funds for marketing through vesting with predefined conditions inscribed in the smart contracts.

The Fair Gaming Protocol development team has the infrastructure to launch advertising campaigns on such social networks as Facebook, Twitter, Google, TikTok, Reddit, LinkedIn, Bigo etc. with a billion-strong audience that understands what blockchain is and is interested in investing in the development of DeFi market. The team also has successful cases of promoting such projects. Thanks to the collected retargeting database, the team will be able to target only the audience interested in the given industry.

Thanks to a customized display network with an established semantic core, the team will receive organic traffic, and thanks to targeted advertising, it will always be able to remind users who have not yet joined the community to act.

## REFERRAL PROGRAM

Since the gaming market implies a large number of transactions, it makes sense to establish a referral model of rewarding users at the very beginning of a global marketing campaign to ensure a constant influx of new, organic users.

All players can spread the word about the innovative gaming platform and invite friends and other players using their personal referral link. After the referred friends sign up on the platform, the user gets a free ticket to start playing. Users will also receive 2% of their referred players winnings on an ongoing basis (including the Jackpot). Thus, users will maintain interest in inviting other players to the platform, because each visitor ends up increasing the chances of the inviter receiving additional income with each new draw.

## WORK WITH INFLUENCERS

The Fair Gaming Protocol development team will engage the most popular and the most trusted opinion leaders to cooperate in order to tell the crypto-world about the project and ensure the attraction of relevant audiences.

## AFFILIATE PROGRAM

The given program is a form of business cooperation between the project and partners in the provision of services. It allows the project to reduce the cost of attracting end customers.

## STRATEGIC PARTNERSHIPS

The Fair Gaming Protocol development team has plans to leverage strategic partnerships and advisories to expand across multiple industries and become the premier platform on the internet to play, socialize, and stake. By working with the biggest names in blockchain, gaming, and entertainment, the Fair Gaming Protocol development team can quickly establish the Protocol as the industry standard.

The Fair Gaming Protocol development team will also be working with high-profile game developers, publishers, and IP-holders to bring their properties to the platform. By onboarding popular games with iconic characters and brands, the Protocol ecosystem will acquire the mainstream appeal necessary to bring blockchain gaming to the average consumer.

# TEAM

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## **Dmitrii Nogin**

CEO / Co-founder

**Experience:** 10+ years

**Background:** Entrepreneur,  
DeFi, Performance  
Marketing, Finance & Trading



## **Alexsey Chernyshev**

COO

**Experience:** 10+ years

**Background:** Asset  
Management, Marketing  
Development



## **Matt Tuusberg**

Technical advisor

**Experience:** 10+ years

**Background:** Software  
Development, Finance &  
Trading



## **Mikhail Perminov**

CTO / Co-founder

**Experience:** 12+ years

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## GET IN TOUCH

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