

RedApple Token (RAT)

The world's first blockchain-based trusted ecosystem for online entertainment

White Paper
Version 1.0 Beta

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PART 1

Project Background

1.1 Overview

The mission of RedApple Token is to establish a completely transparent, easy-to-understand, borderless digital asset system to change the distribution rules and operation mode of the entire online entertainment industry.

This white paper is mainly used to describe our efforts to create an innovative business model for the global online entertainment industry, a cryptocurrency plan that can create and transmit value, to responsibly change the operation of the global online entertainment platform through blockchain technology and open up new opportunities.

Motivation Statement

Gaming and entertainment have a history of over a century in civilized countries. The prototype appeared in the etymology of the term "casino" in the era of Louis XV. It was also in this era that the gaming industry gradually developed and stepped on the table. There were two types of casinos, such as the noble and other privileged class salons and civilian casinos. Now European casinos have evolved based on salons. As a product of the development of human culture to a certain stage, the gaming industry is a very special industry sector. The gambling mentioned in this white paper is based on legal gambling and the research on the innovation of the gaming industry through blockchain technology. Any illegally operated gaming industry is beyond the scope of this article.

The advent of the Internet and smartphone has allowed billions of people worldwide to gain access to knowledge and information, enjoy high-fidelity communications and a range of low-cost and more convenient services. Today, with only one smartphone, these services can be used in almost every corner of the world. This interconnected convenience allows more people to enter the financial ecosystem, thereby promoting economic empowerment. For the gaming industry, the inherent social and entertainment attributes of the Internet have had a profound impact on the industry. Today's online gambling is no longer a new issue, but due to regulatory challenges and lack of creativity in the business model, conventional online gambling is still negative and the entire industry has shrouded a haze.

Blockchain, this innovative technology has become a fashionable buzzword. Many professionals who focus on blockchain believe that this is a new model that can disrupt the rules of gaming in multiple industries in one fell swoop.

How to change the operation mode of online entertainment through the application of blockchain technology? We further explain how this can be done on this white paper.

1.2 Background of the global gaming industry

The probability always changes, but human nature remains constant.

As a result, to some stage of the growth of human society, the gaming industry is a very unique industry sector. The current gambling is legalized, organized, and institutionalized. The process is also called the "gambling explosion", accompanied by the wave of legalization of gaming around the world. In addition to its own human needs, the attitudes of governments around the world towards the gaming industry have gradually opened up due to the influence of fiscal revenue. At present, most countries have embarked on the road of gambling, and fewer and fewer countries adhere to the ban on gambling.

Betting is essentially just a different version of the game of probability. In essence, many of the activities we have seen are another form of betting, from baccarat with low odds to roulette with higher odds. The same goes for lottery games.

There are many types of gambling, and the frequency and time of gameplay can be different, but in terms of its own, the utility of human nature it represents has not changed. We analyze the utility of objects in economics. From opium to bread, there is more or less a certain quantity and utility comparison problem. Betting is second only to alcohol and cigarettes, which can bring you the ultimate enjoyment.

Traditional gaming business model:

Profitability relies on win rate; non-gaming revenue has a lot of room for improvement.

The profit model of the gaming industry is to obtain gross income from the number of bets placed by customers minus intermediary commissions, operating expenses, and gaming taxes. The business model of the gaming business relies on a small profit margin advantage and the theorem of bigdata, a stable profit margin in a large number of independent bets.

- From a revenue point of view, the key to improving profitability is to increase the total bet amount and average win rate. The total bet amount can be further broken down into the number of visitors, the average daily bet amount of each player, and the average number of days of stay. If the casino location can attract more tourists with longer stays and stronger spending power, the total bet amount improvement is achieved; the average win rate is affected by the type of game and is relatively stable in the long run.
- From a cost point of view, intermediary commissions, operating expenses, and betting taxes account for the higher proportion. The intermediary commission is mainly generated by the VIP room in a Casino which is the link between the casino and high net worth customers; the operating expenses are mainly related to daily operation and maintenance, which takes a lower proportion and the gaming tax is collected by the local government.

Various Gaming Business has its own business model

1. **VIP lounge:** The VIP lounge is a place dedicated to high-net-worth customers. The value of each bet must exceed a certain amount (for example: VIP Lounge in Macau has a minimum of 10,000 MOP per bet) and generally requires a betting intermediary to introduce and obtain chips to play through the lenders. The government, gaming companies, casino contractors, intermediaries, and VIP guests form a complete chain of interests. Overall, the gaming industry's VIP room business has a win rate of about 2% to 5%, and the EBITDA rate usually reaches 7% to 15%.
2. **MASS medium-sized business:** The medium-sized business is a betting hall for individual betting. The betting limit is small, but the area is large, and generally has hundreds of gaming tables. This model can be further divided into high-end and ordinary, to further distinguish ordinary retail customers. Overall, the Macau gaming industry's VIP room business has a win rate of about 15% to 30%, and the resulting EBITDA rate is usually 35% to 50%.
3. **SLOT machine business:** Slot machine is a gambling game based solely on luck. The revenue of this business is relatively small and has little effect on the profitability of gaming companies. The slot machine business win rate is usually between 3% and 5%.
4. **Non-gambling income** refers to income other than gambling, mainly including hotel accommodation, catering, and shopping, leisure, and entertainment projects. The proportion of mature casino non-gaming business revenue gradually increased, forming a comprehensive leisure and entertainment destination.

VIP customers VS Mass customers

The prosperity and development of the gaming market in any place is inseparable from the efforts of gaming intermediaries. Taking Macau as an example, due to the unique geographical history of Macau, the famous "Die Ma Zai" was born. It can be said that the Die Ma Zai system is a unique operation mode of gaming agents in Macau. The staff engaged in gaming agents calls it Die Ma Zai. The job of Die Ma Zai is to find the source of gamblers and encourage gamblers to the casino. Gambling makes casinos increase gaming revenue and earns commissions from it.

The stacking code system had existed since the establishment of Macau Tourism and Entertainment Co., Ltd., but it was not universal. In the mid-1980s, casinos in Macau opened a wide range of gambling halls. In order to find more sources of gamblers, the important role of the Die Ma Zai role was highlighted, so the Die Ma Zai system became popular.

From the perspective of the global market, although it is very common to solicit customers through intermediaries, the Macau model does bring the highest record of single gamblers. Compared with the average of more than US\$150 in the United States, Macau's single customer revenue of US\$1,354 is the best in the world. Despite this, we believe that as the

localization of gaming becomes more and more fragmented, we believe that the average single-customer revenue of casinos will gradually average. Macau, which is known for its VIP business, is undoubtedly facing a cycle of continuous decline in single customers.

1.3 Opportunities brought by blockchain technology

There are different types of definitions that can be found about blockchain on the internet , However the concept remains the same: the blockchain is a distributed data open account book, which records all transaction records that have occurred in the system, and at the same time uses asymmetric encryption technology to ensure that the historical records recorded on the chain cannot be tampered with.

Starting from the concept of blockchain, it's known that one of the functions of blockchain is to store information, whether it is transaction information or personal information. This information is encrypted based on technology to ensure that only the owner of this information has the right to use it.

The Internet is a big era, and blockchain is the key to the future of the Internet. Today, the Internet has changed from free, efficient, and transparent to centralized and restrictive large-scale monitoring methods. In the current Internet age, there is no privacy to Personal Information. This personal information is being resold by major companies and the Information owners do not own any rights nor receive any benefits. This is why there is an increase in push notifications and telephone marketers. However, integrating into the network of blockchain, the encryption technology turns personal information user rights and disposal rights to the owners' hands, and the owner has the right to own their data and information, which should be the Internet's initial desire goal.

1.4 The incentive mechanism is the core of the blockchain

In the blockchain, the incentive mechanism receives far less attention than the consensus mechanism. Compared with the absolute core position of the consensus mechanism, the incentive mechanism is another sub-core built on the consensus mechanism, and also plays a pivotal role in the public chain. In short, the incentive mechanism is to encourage nodes to participate in maintaining the safe operation of the blockchain system through economic balance, to prevent tampering with the general ledger, and to maintain the operation of the blockchain network for a long time.

Bitcoin's incentive mechanism

It is stipulated that in the transactions recorded in any block, the first transaction may have no payer, only the payee (that is, the wallet address of the creator of the block), and the amount will change. There are two types of incentive mechanisms in the bitcoin system: performing specific operations to compete for bookkeeping rights and getting a corresponding reward for each block of bookkeeping rights; the handling fee charged for packaging blocks in the Bitcoin transaction process.

1. Every four years (approximately 210,000 new blocks are added to the blockchain), the rewards for accounting for a single block are reduced by half. This value was 50 when Satoshi Nakamoto dug out the handed down block, which means that from 2009 to 2013, a block can be obtained to get 50 BTC, from 2013 to 2017, 25 BTC can be obtained, and from 2017 to There are only 12.5 blocks available in 2021. Based on the relationship between the halving of BTC block output every four years and the fluctuation of the BTC bull market, many people infer that the time point of the next bull market should also be around 2021. The economic principle behind it is the transformation of supply and demand. By 2021, there will be more and more people who know BTC, more people are interested in BTC and want to buy, but the output of BTC is decreasing, and supply is less than demand. This will cause the price of BTC to rise.
2. Another part of the income that miners can get comes from the procedure fees paid by the people who use BTC for transactions in the system. The BTC system packs a block every 10 minutes, which contains 1MB of transaction information records. Each user of the transaction information needs to pay the transaction fee to the miner. Sometimes, people who transfer money at the same time for a long time, you need to increase the handling fee to package the transaction in advance. Only transactions that are packaged by miners through the system and recorded on the chain are called valid transactions.

The meaning of incentive mechanism

The incentive mechanism has indeed played an important role in the development of BTC for so many years. Without rewards, there will be no miners to buy equipment for mining, and there will not be so many speculators who believe in the wealth creation myth of BTC. , And then bring the funds into the hot market, not so many people really start to care about the BTC project or even the blockchain technology. The incentive mechanism is essential to satisfy people's underlying psychological needs: profitability. If you want to promote a spirit or to promote a product to people, the greater the value it can bring to users, the wider the spread will be, and the greater the possibility that the concept will truly penetrate the hearts of the people.

The important significance of the BTC incentive mechanism is not only to build a complete ecosystem but also a point that is not so easy to find but of great significance is that the incentive mechanism provides a guarantee for the security of the BTC system. If it were not for BTC to have an incentive mechanism for mining and handling fee allocation, there would not be so many miners who spent a huge price to buy mining machines, mining BTC with maintenance, electricity, and power plant rental fees. Without these incentives, there will not be so many people who believe that BTC will continue to add value in the future, and no one will choose to hold rather than sell BTC directly. Therefore, the incentive mechanism is very important for BTC, especially in terms of security.

Blockchain projects are divided into public chains, private chains, and alliance chains, and incentive mechanisms are used most in public chains. The main reason why the incentive mechanism in the public chain is the most is that the governance of the public chain is

jointly decided by all members of the community. The community members are both system users and system managers. Through the incentive mechanism, more people can participate in the community. Come here, gather more consensus, and let the idea of the blockchain project spread to the wider crowd. Many people have debated whether there is a development of a currency blockchain or a currency less blockchain is more easily recognized. From the perspective of a public chain, a currency blockchain actually has an incentive layer. This layer is for public chains. The project is very important, how can there be no incentive node to maintain the normal operation of the blockchain project. There is no motive for profit, or at least it can cover the benefits of costs, and the nodes will not spend manpower and material resources to do accounting and maintain the system. Therefore, the incentive mechanism is very important to the blockchain. At the same time, currency blockchain is the core direction of the public chain.

PART 2

Alpha Custodian Wallet Platform

2.1 Token economy applied to the online entertainment industry

Blockchain and Token Economy bring about the demise and rebirth of some joint-stock companies. The token economy has changed our production relationship. The users of a platform can have multiple roles at the same time, both users and shareholders, and may also be customers. This is the design principle of RedApple Token.

The essence of the blockchain mentioned above: through a consensus system and a distributed network, a trust system in a non-trust environment is established, thereby opening up the possibility of human large-scale collaboration. Ten years have passed since the first Bitcoin came out in 2009, and more and more people are beginning to realize the great value of blockchain in promoting large-scale collaboration. A revolution in "collaborative methods and production relations" is brewing, and in the traditional Internet field, an evolution from "Information Internet" to "Value Internet" is also being accelerated by the blockchain.

The token is "Proof of Circulated Encrypted Digital Rights and Interests"

Allow the Token to guide people's behavior, and drive Token holders through the Token's incentive mechanism, let them become the builders and maintainers of the project at the same time add economic value. The token economy is to use these carriers to generalize important values and important rights and interests, use blockchain or a trusted centralized system to let production factors enter the circulation link, and use the free market to make resource allocation more refined and reasonable and bring digital management to the next level.

Use blockchain to optimize the transfer and circulation of "value"

The problems of traditional financial securities products are obvious:

- There are thresholds and boundaries for asset securitization! For example, it is difficult for ordinary people to participate in such products, and it is even more difficult to participate in cross-border.
- The purpose of asset securitization seems to be increasing liquidity, but it is transferring risk! For example, the US subprime mortgage crisis was caused by the high leverage caused by the multiple securitizations of asset securitization products, and then collapsed due to the collapse of house prices, and eventually, the crisis swept the world.

Therefore, the token economy advocates the use of blockchain technology to issue and circulate tokens to achieve lower circulation costs, wider circulation boundaries, faster circulation speeds, and more intelligent and delicate operations. The traditional circulation

of stocks and bonds will rely on centralized institutions. The extension of centralized institutions is the boundary of this value network. Digital tokens eliminate this physical boundary, allowing the circulation of tokens around the world while reducing the cost of international remittances and the exchange costs.

2.2 Alpha Custodian

The world's first wallet platform combining digital assets + online entertainment

Our world really needs a reliable set of digital currency and financial infrastructure. The combination of the two must be able to fulfill the promise of the " internet currency ". Protecting financial assets on mobile devices should be simple and intuitive. No matter where you live, what kind of work or income you do, transferring money globally should be as easy, cost-effective, and even safer as sending text messages or sharing photos. New product innovations and new players in the financial ecosystem will help reduce the difficulty for everyone to obtain capital while providing a smooth and seamless payment experience for more people.

Alpha Custodian's mission is to create a fair and ideal environment for investors to invest in, participate in online entertainment, and manage digital assets while achieving the possibility of generating revenue for each user. Therefore, the design goal of the platform is to fully guarantee the transparency and fairness of the entertainment platform and to meet the regulatory requirements of security, auditing, reporting, and analysis in a safe and effective manner.

Open and transparent

Alpha Custodian and RedApple Games will be the world's first real-time open and transparent online entertainment and financial management platform. Traditional wallets and financial receipts cannot achieve true openness and transparency of assets and revenue sources. The main reason is that they are restricted by technology. The birth of blockchain technology makes this goal technically feasible, and Alpha Custodian's mission is to translate this feasibility into real practice. Alpha Custodian will cooperate with world-renowned accounting firms to open the financial data of RedApple Games to all users every week and establish a real-time asset and data query and verification mechanism to achieve openness and transparency.

Security

For digital asset custody, security is the top priority. Alpha Custodian deeply adopts security design based on multi-signature, layered architecture, etc., and stores 95% of assets in cold wallets to fully guarantee the security of user assets. At the same time, the platform will regularly conduct external audits on assets.

PART 3

RedApple Token (RAT)

3.1 RedApple Games

RedApple Games is an established and compliant online entertainment platform, registered in Curacao, and obtained a gaming license issued by the local government. RedApple Games is also the cooperative agency of Evolution Gaming, the world's largest online entertainment content provider.

Compliance information for RedApple Games :

- UfunPay Solutions Ltd is registered and Licensed under DLD Global N.V. issued by Curacao eGaming. Authorized and Regulated by the Government of Curacao.
- UfunPay Solutions Ltd (license No.12327374): 40 CRAVEN ST., CHARING CROSS. LONDON, UK, WC2N 5NG
- DLD GLOBAL N.V. (license No. 1668): Heelsumstraat 51, E-commerce Park, E-Zone Vredenberg, Willemstad, Curaçao

3.2 What is RAT?

RedApple Token (RAT) is a proof of equity jointly issued by Alpha Custodian and RedApple Games and has an innovative "Mining with Entertainment" mechanism. The total amount of RAT to be issued is 100 million and will never be re-issued. RedApple Games will immediately allocate up to 90% of its income to RAT holders.

Once the RAT is officially released, Alpha Custodian and its affiliates will have the same rights and bear the same obligations and financial responsibilities as other founders. Alpha Custodian will assume the same responsibilities as other members of digital asset management.

3.3 Initial allocation of RAT

RedApple Token (RAT) will be issued at a total of 100,000,000 Tokens, on the blockchain-based on the ERC20 protocol, and will not reissue in the future. The initial allocation of RAT is:

- 50%: Mining output ;
Wallet Address: 0x800835fc0d50687818ecac66cb0716be0fd5944f
- 10%: Investment products/Custodian income distribution ;
Wallet Address: 0x93965fCd4E7FD42f4651F0D77c27a2B62CC39399

- 25%: Management team. Locked in the first year and released 5% every year from the second year ;

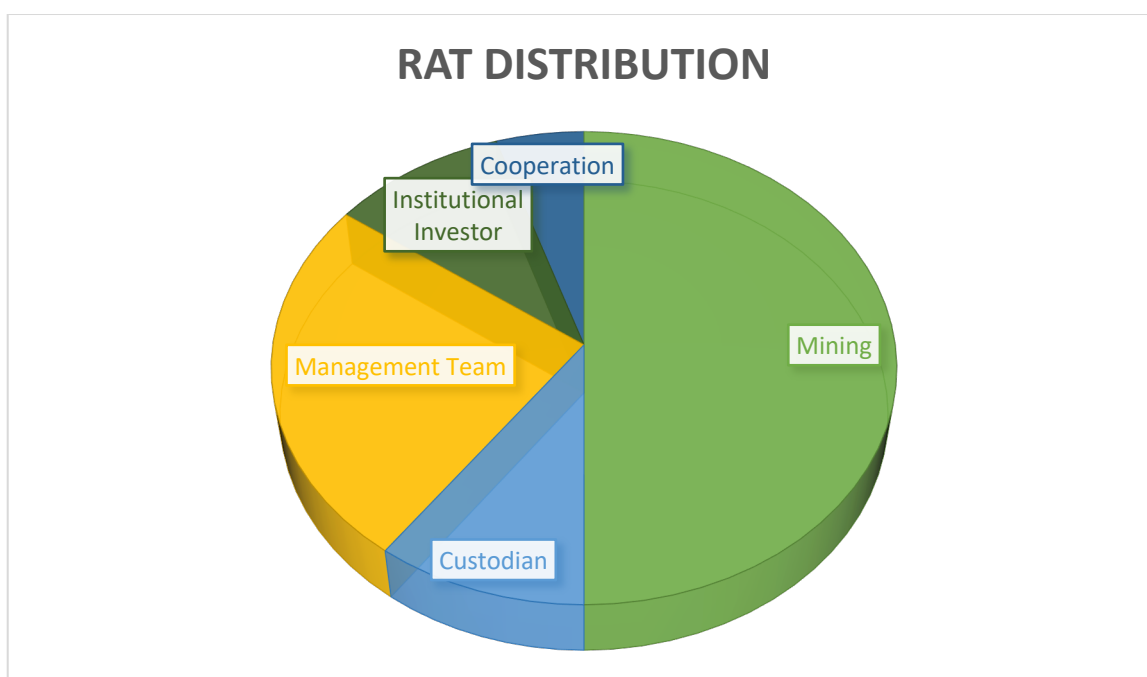
Wallet Address: 0xC46Aeb4cF3b382597F86d5d0E30f091AEFaB15b3

- 10%: Institutional investors, the specific output will be published on the official website ;

Wallet Address: 0xbF5D21fe79aCF3D8916E15f4b3A603102C87dbd4

- 5%: Used in the ecological development, marketing, business cooperation, legal compliance, and other work of RedApple Games and Alpha Custodian to promote the healthy development of the entire ecology.

Wallet Address: 0xd4786DF5F73Dec8a3cBFb7a1E9924b11C59C1D19



3.4 The Income Distribution of RAT

- RedApple Games profit calculation: The profit of the RedApple Games entertainment platform will be audited by a designated accounting firm, and financial statements will be provided to the public every week. The amount of profit is the total platform revenue minus operating costs. These expenses include provider costs, server costs, technical operation and maintenance costs, and customer service costs.
- RAT income distribution target: all users who hold a tradable RAT in the Alpha Custodian wallet can obtain the right to income distribution, and locked or unexcavated RATs will not participate in income distribution.
- RAT income distribution cycle: weekly distribution, the specific distribution time can refer to the platform guide.

- Calculation of RAT distributable income: The initial distributable income of RAT is 50% of the total profit of the RedApple Games platform. As the number of RATs produced by mining increases, the distributable income will increase to 90% of the total profit of the RedApple Games platform. Specific rules as follows:

Mine pool output	Distributable total profit ratio
0~10,000,000 RAT	50%
10,000,001 RAT ~ 20,000,000 RAT	60%
20,000,001 RAT ~ 30,000,000 RAT	70%
30,000,001 RAT ~ 40,000,000 RAT	80%
40,000,001 RAT ~ 50,000,000 RAT	90%

3.5 RAT Entertainment Mining

Users who play games at RedApple will receive RAT rewards. The rewards will be distributed on a daily basis according to the user's game data and the hash power they gained that day.

Parameter and Index Description

- RUSD: RedApple game points, used to participate in all games on RedApple; at the same time, it is also a stable digital asset, permanently exchangeable with USDT at 1:1, and it is rigidly redeemed with USDT supported by 1:1 reserve.
- Turn Over: Turnover is the data used by RedApple Games to calculate the betting volume of each user participating in the game, represents the player's total bet amount, and is used as one of the parameters of user hash power calculation.
- Win/Loss: the amount of user win/loss, the platform will count the number of RUSD that the user loses/wins every day and use it as one of the parameters for calculating hash power.

Mining Pool Output

- RedApple Games platform generates 1 RAT for every 1,200 RUSD turnover;
- Every 24 hours is a settlement day, and each settlement day can produce up to 15,000 RAT;
- When the total output reaches 50,000,000 RAT, the total RATs are all mined out;

User's Daily RAT Allocation

- The RAT is distributed on a daily basis, and the RAT of the previous day is allocated to the user's Alpha Custodian wallet the next day;
- The number of RATs a user obtains per day follows the formula as below:
Total RAT output of the day / platform's total hash power of the day * user's hash power of the day

User Hash Power Calculation

- The user's daily hash power value is the sum of the Turnover hash power value of the user participating in the game and the Win/Loss hash power value. The specific calculation formula is: Hash Power WIN/LOSS + Hash Power Turn Over

HASH POWER - WIN	
RANGE (+)	EACH RUSD GET
0~500 RUSD Part	1
501~1000 RUSD Part	0.6
1001~2000 RUSD Part	0.3
>2000 RUSD Part	0.1

HASH POWER - LOSS	
RANGE (-)	EACH RUSD GET
LOSS 0 ~ 500 RUSD Part	1
LOSS -501 ~ 1000 RUSD Part	1.2
LOSS -1001 ~ 2000 RUSD Part	1.5
LOSS > -2000 RUSD Part	2

HASH POWER - TURN OVER	
RANGE	EACH RUSD GET
0~500 RUSD Part	0.06
501~2000 RUSD Part	0.07
2001~5000 RUSD Part	0.08
5001~10000 RUSD Part	0.09
10000~15000 RUSD Part	0.1
>15000 RUSD Part	0

3.6 RAT's Mission and Opportunities

As we embark on this journey together, we believe it is necessary to share our beliefs with the community and the online gaming industry in order to understand the ecosystem we plan to build based on this innovative model:

- We believe that we should allow more players to have access to financial services and capital at lower cost.
- We believe that the next generation of online entertainment platforms should allow everyone to share the revenue.
- We believe that an open, instant and low-cost global digital currency flow will create huge economic opportunities and business value for the world.
- We firmly believe that people will increasingly trust the decentralized management model based on blockchain.
- We believe that everyone has a responsibility to help promote financial inclusion, support compliance with cyber ethics, and continue to maintain the integrity of this ecosystem.

PART 4

Online Gambling Fairness Guarantee

4.1 Introduction to Evolution Gaming

Founded in 2006, Evolution Gaming was one of the earliest B2B Live Casino solution providers in Europe and was named Live Casino Supplier of the Year in the EGR B2B Awards.

The world's leading live casino game portfolio includes unique multi-camera immersive roulette, live roulette, live blackjack, real-time baccarat, Live Casino Hold'em, Live Three Card Poker, etc. Features such as live interaction, real-time game statistics, side betting and multi-play games, each Evolution Live Casino game is "like reality", providing players with an online live game experience, just like playing in a real casino.

The EVO (Evolution Gaming) platform consists of two state-of-the-art live casino production facilities from Malta and Latvia. It is fully equipped and provides online live betting for players in Europe, Asia and other countries around the world through live video streaming.

The gaming facilities in Riga, Latvia host more live casino games than any other physical operator in Europe, and the number of general entertainment equipment and exclusive customized entertainment equipment is increasing. Casinos signed with the EVO (Evolution Gaming) platform can broadcast live casino games on their own, or personalized casino products to adapt to specific markets and customer groups. Operators of course have a better understanding of their customers' appetite. The live casino gaming facility in Malta has the same function as Latvia, but with higher carrying capacity, it can host more games and provide operators with more service types.

4.2 OUR MISSION, VISION & VALUES

Our mission is to make operators successful and provide an excellent user experience for their end-users by offering a flawless and localized Live Casino into regulated markets, on all digital platforms for online and land-based operators and their customers. Our vision is to maintain and strengthen our position as the world's number one Live Casino provider as gaming markets continue to evolve globally. Our culture is rooted in our corporate values:

ALIVE

We are entrepreneurial, innovative and always on our toes, eager to catch the next opportunity. We challenge ourselves to do what no one has done before, and we deliver a unique end-user experience and first-class customer service, simply because we try harder. We look at our customers' business as our business and opt to always be ahead of the game.

DO RIGHT

We are committed to responsible gambling practices and to promoting a professional work environment which rewards integrity and high standards. We honor the trust that our customers put in us and recognize that our ability to deliver a reliable high-quality user experience is essential to our success. We strive to be an admirable employer and we believe in giving back to the communities in which we operate.

WORK TOGETHER

We recognize our diversity as a key strength. We promote an honest, inclusive and open work environment where we respect and support each other. Our pioneering ambition is dependent on our ability to work and develop together. At Evolution, every part of the chain counts.

4.3 Evolution Gaming Milestones

2020

- Evolution double victory at the Gaming Intelligence Awards Winning Casino Supplier of the Year and Game of the Year for MONOPOLY Live
- Evolution crowned Online Casino Supplier of the Year at the Global Gaming Awards
- “Craziest, most fun game yet” among Evolution’s 12 new games showcased at ICE 2020
- Evolution Gaming secures license for entry into South African Market
- Lightning Baccarat added to Evolution’s award-winning Lightning range
- Evolution crowned Casino Content Supplier of the Year at the EGR Nordics Awards
- Evolution launches super-fast Speed Blackjack

2019

- Evolution wins Innovation in Casino Entertainment at SBC Awards 2019
- Evolution Gaming secures Pennsylvania Gaming Control Board license
- Evolution crowned Casino Content Supplier of the Year at the EGR Italy Awards
- Evolution extends its First-Person Gaming range, with First Person Dream Catcher and First-Person Lightning Roulette
- Evolution crowned Live Casino Supplier of the Year for tenth year running at the EGR B2B Awards
- Evolution wins Service Provider of the Year Award at the American Gambling Awards in New Jersey
- Evolution extends its Lightning range of games with the launch of Lightning Dice
- Evolution adds to its Infinite range of games launching Free Bet Blackjack
- Evolution Gaming extends its Poker range with the launch of Side Bet City and 2 Hand Casino Hold’em
- Evolution Gaming launches Deal or No Deal Live, the world’s first 24/7 game show
- Evolution launches new dice category with Super Sic Bo
- Evolution launches MONOPOLY Live, bringing the world’s most popular board game to Live Casino

- Evolution crowned Casino Casino Supplier of the Year at the EGR North America Awards
- Evolution's Dual Play Roulette wins Best UK Table Gaming Product in British Casino Awards
- Evolution crowned Online Casino Supplier of the Year at the Global Gaming Awards London
- Evolution crowned Casino Content Supplier of the Year at the EGR Nordics Awards

2018

- Evolution wins Innovation in Live Casino for Lightning Roulette at SBC Awards 2018
- Evolution Gaming acquires Ezugi
- Evolution's Lightning Roulette Wins Game of the Year at the EGR Operator Awards
- Evolution launches Infinite Blackjack with unlimited seats for players
- Evolution's Lightning Roulette Wins Product Innovation of the Year at Global Gaming Awards, G2E Las Vegas
- Evolution launches its 10th Live Casino Studio and the first in the USA, Atlantic City, New Jersey
- Evolution double victory at EGR B2B Awards winning Live Casino Supplier of the Year for ninth successive year, and Multi-Channel Supplier of the Year
- Evolution wins 'Best In-Casino Streaming Live Dealer Provider' at the Live Gaming Summit, Barcelona
- Evolution launches its new state-of-the-art production hub in Tbilisi, Georgia
- Evolution unveils revolutionary new Lightning Roulette game at ICE 2018
- Evolution launches its 8th Live Casino studio – and its first major expansion outside of Europe – in the New Westminster area of British Columbia, Canada
- Evolution crowned Casino Content Supplier of the Year at EGR Nordics Awards
- Evolution launches Live Texas Hold'em Bonus Poker complete with First Five Progressive Jackpot

2017

- Evolution Latvia named fastest growing employer in Latvia in the Dienas Bizness TOP 500 Awards
- Dual Play Roulette streaming live at Grosvenor's Victoria Casino
- Dream Catcher wins Digital Product of the year at G2E, Las Vegas
- Evolution installs Dual Play Roulette at Genting's Resorts World, Birmingham
- Evolution announces new Live Casino studio in Tbilisi, Georgia
- Evolution listed on Nasdaq Stockholm on 7 June
- Evolution is EGR Live Casino Supplier of the Year for eighth successive year
- Evolution adds a Progressive Jumbo 7 Jackpot to Live Casino Hold'em
- Evolution launches new super-sized lucky wheel Dream Catcher
- Evolution adds a Progressive Jackpot to its exclusive Live Caribbean Stud Poker game

2016

- Evolution launches its 7th European studio at Grand Casino, Bucharest, the first fully certified Live Casino facility in Romania
- Dual Play Roulette streaming live from London landmark casinos – The Ritz Club and The Hippodrome
- Evolution named EGR Live Casino Supplier of the Year for the 7th year in a row
- Evolution celebrates a decade of being ALIVE and pushing the boundaries of Live Casino
- Evolution launches its 6th studio, with Napoleon Games' dedicated Aalst studio go live

Part 5

RAT ECOLOGICAL MANAGEMENT

5.1 RAT's Ecological Goals

RedApple Games will be committed to advocating and promoting RAT technology development and governance transparency to promote the safe and harmonious development of the platform. In order to avoid the occurrence of incidents that violate the blockchain design concept, RedApple Games will help manage the general anecdotes and privileges of the RAT project by formulating a good governance structure.

RedApple Games and Alpha Custodian's goals

The mission of RedApple Games is to develop a blockchain-based online entertainment ecological platform, so that platform users and investors can enjoy all credit-based products and services, and at the same time to provide an open and sustainable platform for gambling enthusiasts to develop, deliver and enhance these products or services and attract users. In order to fulfill its mission, RedApple Games will devote resources to three specific goals related to research, development and management.

Management goals

RedApple Games plans to invest in establishing a fair and transparent management process and take into account the opinions and needs of all participants in the ecosystem. This open management model will be able to monitor member participation processes, participation rules, digital token issuance, pricing rules, legal matters, and decisions related to content and compliance. Alpha Custodian will be responsible for managing and supervising the security of RAT deposits, as well as the transparency of using RAT and any digital token income.

Research goals

RedApple Games aims to foster an innovative environment by working with partners. The content of cooperation includes testing new ways to participate in the ecosystem, promoting value creation and network effects. RedApple Games can fund research and development to support a secure and effective autonomous network that provides commercial transaction services.

Development goals

RedApple Games plans to fund the development of the Alpha Custodian wallet platform itself, as well as tools that empower ecosystem partners to build, develop, and create value for each other.

5.2 Organizational Structure of the Project Company

In order to reasonably and efficiently use the funds and resources of RedApple Games under the principle of openness and transparency, and in order to promote the rapid development of RAT including combine RAT with more industries, applications and various other business scenarios, RedApple Games has departments for product personnel, developers, marketers and other functional departments. The organizational structure includes decision-making committee, product design center, research and development center, marketing center, operation management center, and financial and human resource center.

Decision Committee

The decision-making committee is the highest decision-making body of RedApple Games, undertaking the final decision-making function. There is no difference in position among members of the decision-making committee. They are responsible for reviewing and approving major matters such as the strategic plan, annual plan, budget set up, and voting on major ecological issues regarding RAT. The members of the first decision-making committee are elected by the founding team of RedApple Games and investors. The decision-making committee chooses the Chief Executive Officer and the CEO is responsible for the committee.

Product Design Center

The product design center is divided into the product department and the design department. The product department is responsible for exploring the possibility of combining online games, artificial intelligence with related industries, fields and scene applications, establishing sustainable development strategies, conducting market research, designing product prototypes, and mastering Project development schedule to ensure the landing and implementation of the plan; designers carry out UI design and other image design work.

R&D Center

The R&D Center is composed of Alpha Custodian's core developers and is responsible for the underlying technology development, open port development and the review, management of open source code, modification of source code, development and testing of related and derivative products, testing, launch, review, and system maintenance. Product development and R&D center will continue to pay attention to industry trends, understand industry hotspots, communicate with participants in the community, hold technical exchange meetings from time to time, understand technology development trends, and promote mutual development of both parties.

Marketing Center

The Marketing Center is responsible for the promotion of RedApple Games, the promotion of core products and derivative products, expanding partners, providing services, contacting the media for cooperation, advertising, designing user interaction, researching, determining

and signing new promotion channels, customizing promotional programs based on the requirements of partners and users, etc.

Operation Management Center

On the basis of the products designed and developed by product development and R&D center the operation management center serves the community by operating, publicizing, and promoting these Alpha Custodian projects and products. The operation personnel are responsible for the operation of the product, actively expanding users, and closely linking the end users and partners of RedApple Games to create the world's leading digital asset investment and entertainment platform. Product department, R&D center, marketing center, operation management center, etc. will work closely together, convene relevant department personnel to hold project establishing or project tracking meetings based on the actual situation, communicate project progress and needs, and provide better blockchain services for partners and users.

Finance and Manpower Management Center

Responsible for handling financial, human, legal, administrative and other related matters within the foundation. The financial personnel are mainly responsible for the use and review of project funds, daily operating expense payment and review, cost control, risk control, etc.; human resources are responsible for the attendance and compensation of related personnel management; legal affairs are responsible for preparing and reviewing various documents to avoid various legal risks that may exist; administration is responsible for related daily administrative matters.

Part 6

Risk Warning and Disclaimer

6.1 Disclaimer

This document is only for the purpose of conveying information, while the content of the document is for reference only, and does not constitute any trading advice, abetting or invitation to sell or buy stocks or securities in RAT TOKEN or its related companies. This document is not constituted nor understood as providing any trading behavior, nor any form of contract or commitment. In view of unpredictable circumstances, the goals listed in this white paper may change. Although the team will try to achieve all the goals of this white paper, all individuals and teams holding RAT will be at their own risk. Part of the content of the document may be adjusted accordingly in the new version of the white paper as the project progresses. The team will announce the updated content to the public by posting announcements or a new version of the white paper on the website.

RAT clearly states that it will not bear the direct or indirect losses incurred by the participants including:

The team is fully committed and will strive to achieve the goals mentioned in the document. However, Certain events, beyond the control of the parties, may inhibit the parties from fulfilling their duties and obligations under the project agreements. In such settings, the team cannot be held liable for any force majeure events.

RAT is a digital token for the value circulation and application of RedApple Games, and we cannot 100% guarantee that it will increase in value. To the maximum extent permitted by applicable law, Red Apple Games shall not be liable for damages and risks arising from participation, including but not limited to direct or indirect personal damage, loss of commercial profit, loss of business information, or any other economic loss. The Alpha Custodian platform communicates possible risks to participants. Once participants participate in RAT mining or secondary market purchases, they have confirmed that they understand and recognize the terms and conditions in the rules, and accept the potential risks and consequences of this platform.

6.2 Risk warning

There are risks in the development, maintenance, and operation of the Alpha Custodian and RedApple Games ecosystems, many of them are beyond the control of the RAT ecological developer. In addition to the content described in this white paper, participants should also be fully aware of and agree to accept the following risks:

Market risk

The price of RAT is inseparable from the overall digital currency market situation. If the overall market situation is inactive, or there are other uncontrollable factors, it may lower the value of RAT even if it has a good prospect.

Regulatory risk

Since the development of the blockchain is still at its early stages, there are no relevant regulatory documents related to the pre-requirements, transaction requirements, information disclosure requirements, locking requirements and other requirements in the recruitment process. And it is unclear how the current policy will be implemented. These factors may have an uncertain impact on the development and liquidity of the project. Blockchain technology has become the primary target of supervision in all major countries in the world. RAT or Alpha Custodian may be affected by regulatory policies, such as restrictions on circulation of tokens. RAT may be restricted or even directly terminate the development of RAT applications and Alpha Custodian ecology.

Competition risk

At present, there are many projects in the field of blockchain, and the competition is very intense. Whether RAT can break through among many excellent projects and get widely recognized, it is not only concerned with its own management capabilities and vision planning, but also influenced by other competitors in the market and even Internet giants. There is always a possibility of facing vicious market competition.

Organizational Structure Change Risk

RAT brings together a team of talents with both vitality and strength and attracts senior practitioners in the blockchain field and technical developers with rich experience. In the future development, the organizational structure may change, which may have a certain impact on the entire RAT.

Project technical risks

The accelerated development of cryptography or the development of technology such as the development of quantum computers might bring the risk of cracking to the Alpha Custodian platform, which may result in the loss of RAT coins. During the project update process, vulnerabilities may appear, which will be repaired in time after the vulnerabilities are discovered, but there is no guarantee that they will not cause any impact.

Hacking risk

Alpha Custodian may be at risk from hackers or other organizations, including but not limited to denial service attacks, Sybil attacks, malware attacks or consistency attacks, etc.

Other risks currently unknown

In addition to the risks mentioned in this white paper, there are also risks that have not been mentioned or anticipated by the founding team. Other risks may also appear suddenly, or in the form of combinations of known risks. Participants are requested to fully

understand the background of the project, understand the overall framework and ideas of the project, and participate rationally before making the decision to participate.