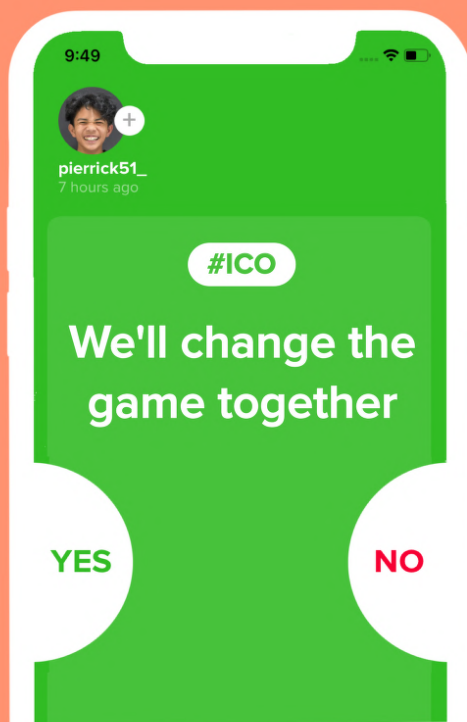


**Betting has never
been so easy, fun
social, decentralized
& rewarding**



White Paper

v1.1 - June 2021

Content

- 01 Because they already did it...
- 02 The market
- 03 Our vision
- 04 Our unique value proposal
- 05 Tokenomics & Business Model
 - Initial allocation
 - ICO terms and conditions
 - A strong and validated business model...
 - ... Shared with the token holders...
 - ... And the app users
- 06 Give your time... get tokens
 - ... Mechanics for a token organic growth
 - ... Use case to get tokens over time
- 07 Roadmap, : preparing the decentralized betting since 2018
- 08 YoN is alive
- 09 A strong and motivated team
- 10 Technical vision
- 11 Disclaimer
- 12 Contact



01

Because they already did it ...

BETTING HAS NEVER BEEN SO EASY, FUN,
SOCIAL, DECENTRALIZED & REWARDING



Gilles Feingold, Founder

#SerialEntrepreneur
#Innovation



Pierre Klein, Co-founder

#CMO_Betclic_Fr
#MarketingGenius

Tell us about your experience with innovation

I started with the launch of the first energy drink in France, when this kind of beverage first started coming out in the late 90s. Our original marketing and specific targeting made it an incredible success, until our exit to a big industrial player. I then created the first neighborhood social network in 2008. My vision of the social network today is thus mature and based on extensive experience, which is particularly important for YESorNO. During my other experiences in the tech industry, I helped the French government with digital strategy, serving as spokesperson for one of their main projects, once again with innovation responsibilities at the highest level. Since then, I've been a business angel, participating in a continuous innovation process and building my skills to make YESorNO a worldwide success.

What are the key factors for YESorNO ?

First of all, we have a great and highly complementary team, which is a fantastic asset for the project. From a former world handball champion to a managing director of a governmental bank, with recognized and successful people in the betting market, and with digital natives and experts from the crypto ecosystem, we're ready to take on the market. Second, we have a dream that we strongly want to become reality : inventing a new kind of communication for everyone, through social betting on all kinds of topics. Will it rain tomorrow ? Will Bitcoin be up 100 k\$ in September ? Will Trump be permanently banned from Twitter ? People can post, bet, discuss, get rewarded, and increase their tokens from it ! With the YESorNO platform, we hope to make our world more fun together.

Why did you join the project ?

I met Gilles several years ago, while working on global digital issues. At the time, I was leading Betclic in France, preparing for becoming #1 at French betting market opening. I was impressed with Gilles's background and vision. Later on, after I had left Betclic, he told me about his idea. It sounded like a blockbuster. In a previous life I managed a major European Advertising agency and was very familiar with digital natives' market dynamics. It was actually quite challenging to address this market with Betclic, too rigid, too complex. It required the agility of a startup. YON obviously appeared as the right project !

How do you see the betting market now ?

Until recently people mainly talked about the gambling market in its current form. I'm absolutely convinced that the market is far bigger, that it's way more about entertainment, not just and only about money. Traditional betting has its limits. It can even become kind of oppressive. Here is the point: if we approach betting from an entertainment perspective it will seduce far more people of all kinds. That's where history is heading to, and the story we want to write.

"I led **Betclic to become market leader, achieving 70% market share** while spending only 15% of all actors' marketing investment. It was all about having a **strong vision** combined with laser cut targeting and acquisition strategy. We'll do even **better with YESorNO**"

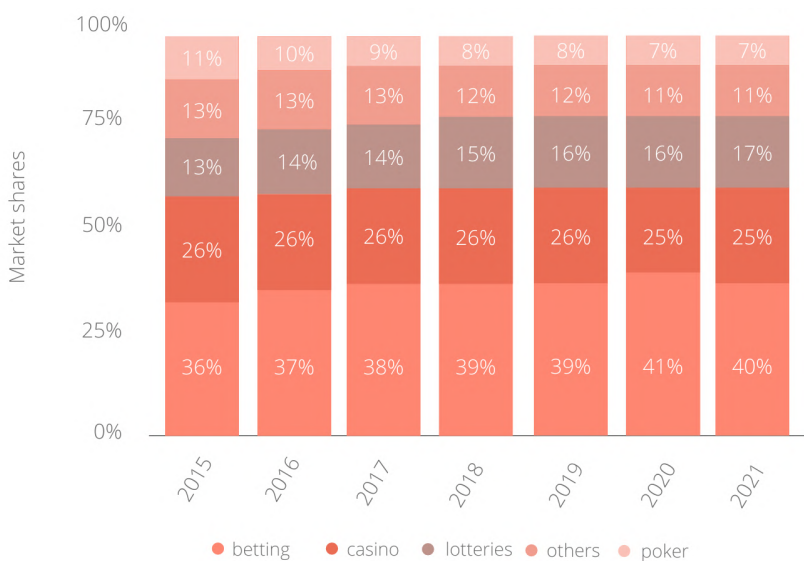


02 The market

BETTING HAS NEVER BEEN SO EASY, FUN, SOCIAL, DECENTRALIZED & REWARDING

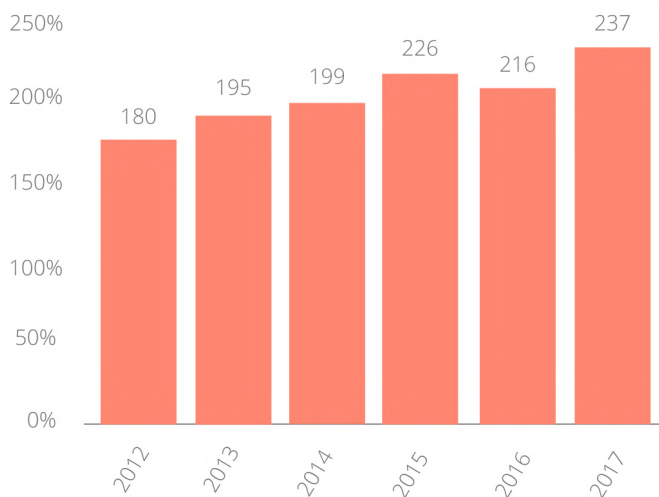
The online gaming market is growing very fast, year after year, exceeding 150 billions USD in 2020. More actors, more offers, more and different consumers, new legal issues. The gambling industry represents more than 60% of the whole market. Most of the industry actors have been on the market for years, and there has not really been changes to their value proposals since then. The major fight between all of them has been around advertising campaigns or special signup / bonus offerings, but nothing really new and more adapted to the new consumers expectations have been proposed.

Gambling market shares (©Statista 2021)



Betting is a clear leader in the gambling industry

Online betting yearly expenses / consumer (©Statista 2021)



A perpetually growing market

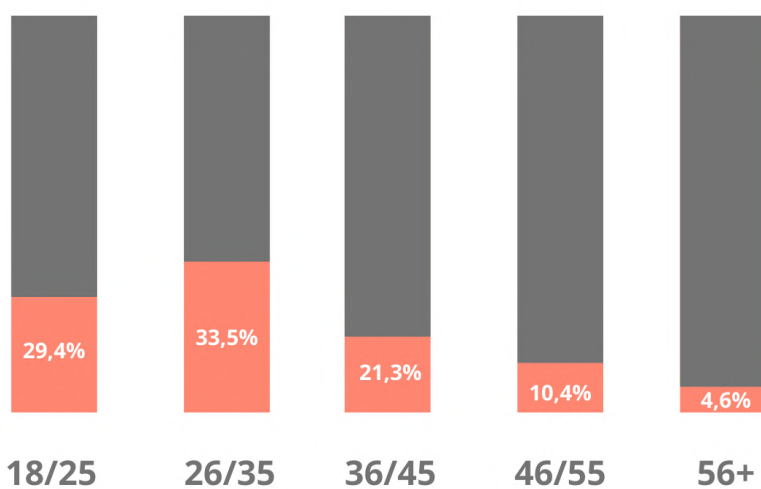


Amount spent per week

Amount spent / week (USD)	Betting
< 20	80,5%
20 to 50	11,8%
50 to 100	4,3%
100 to 500	2,6%
> 500	0,5%

80% of the consumers are gambling little amounts

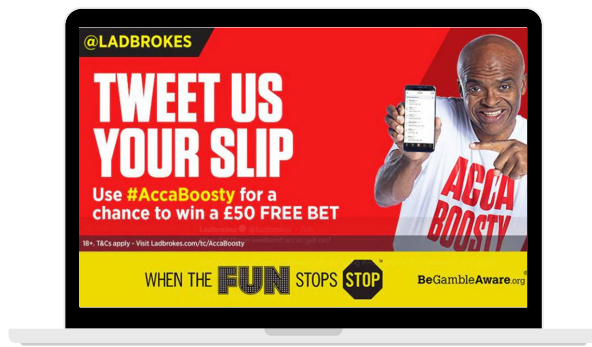
Share of people who gamble online (2020, ©Statista 2021)



63% of the consumers are between 18 and 35



Typical new kind of advertising

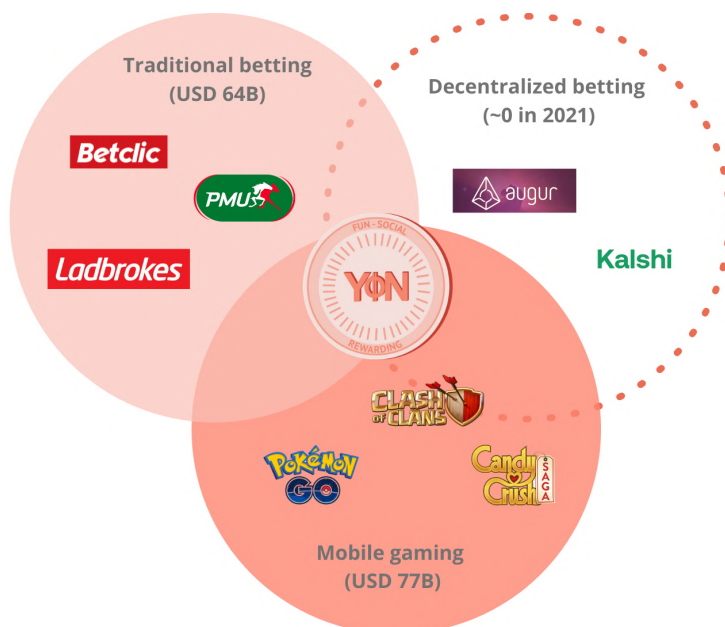


Betting is everywhere, today's leaders are trying to attract new consumers

The pain with traditional betting platforms

- Restricted betting topics
- UX not adapted to new consumers habits
- Weak distribution of gains, and no possible bonus over time

Our market playground



There is now a crossing space between betting and mobile gaming

The decentralized betting space is empty and open to a newcomer and leader

Our target to best perform

- The traditional and newly decentralized platforms are not positioned yet on the betting use cases
- The highest value consumers of the betting industry are identified as mostly aged 18-35 and gambling little though recurrent amounts.
- This is where our vision is starting...



03

Our vision

**BETTING HAS NEVER BEEN SO EASY, FUN,
SOCIAL, DECENTRALIZED & REWARDING**

The betting market is enormous.

More than 60% of the customers on existing platforms are open to a new offer if it meets their requirements, notably in terms of UX/UI, amounts, and topics. With a response to these expectations, we will also attract new consumers who will grow the global market. Because YESorNO was founded by some of the leading worldwide experts in betting, UX, and digital natives, **our vision is that of the first mover and future leader of the decentralized betting industry.**

Our key factors

- We target people aged 18 to 35
- Anyone can bet small or big amounts
- Sports will be just one topic among many others for people to bet on
- Betting will be decentralized to offer an incredible new experience
- Betting will be fun, easy to access, and social

Our projection



- Traditional market revenues will rise very slightly
- The market will still grow, thanks to a new kind of consumer
- Decentralized betting will catch up on traditional actors in less than 10 years

The ambition

- YESorNO aims at becoming a leader on the next generation platforms of online betting.
- Our successful recent experience gives us a 2/3 years advance...



04

Our unique value proposal

An innovative UX

Traditional betting platforms and newcomers on the crypto market all use the same UX : lots of content, numerous choices, and categories. Betting is mainly restricted to sports and mostly practiced by men. This corresponding to an early 21st century approach that transposed the traditional offline market. However, the highest-value consumers (18-35) are now accustomed to choosing the simplest and most efficient UX. They are used to social betting among friends and would love to be rewarded for that, on any kind of topic. They are clearly all looking for something different. Clear, straight to the point, no wasting time, no headaches.

- No categories but just #topics and artificial intelligence
- Only 2 answers to any bet : YES or NO
- Only 49 characters for clear and short bets
- A basic playing mode (1 click / 1 bet) and an expert mode (choice of betting amount)

The first user centric and decentralized platform

- Bets are posted by the users
- The community validates the quality of the bets and the answers
- Every user is part of the global community, and at the center of their friends' own community on the platform

A real, trusted and shared business model

- Small commissions are taken on bets, once +90% of the value has been distributed to the community
- As a first mover on the betting crypto market, a high number of users will involve high revenue
- Native advertising will be added in the future, with the same features as bets, to share revenue with the community

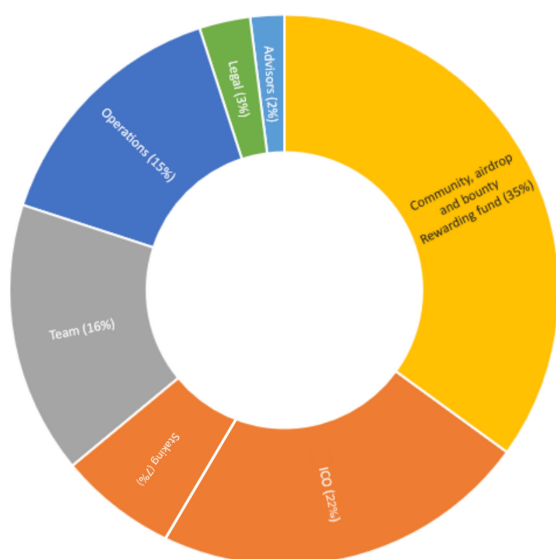


05 Tokenomics & Business Model

YESorNO is a community platform that aims at taking the leadership on the betting industry.

Our ambition consists in bringing a real industry with its already known revenues (the betting) on the blockchain. Our goal consists in sharing the benefits of it with all of our token holders over time. This must be reflected all over the project. Inside the company, we'll make sure our employees are valued. Outside, we consider the community and the quality of the content / the app, as the key factors for success. From the initial allocation to the shared business model and the permanent distribution of tokens, everyone participating in the project and the platform will be rewarded with a token we'll be proud to own and then to exchange when its value grows.

Initial allocation



Community fund (35%)

Allocation rewards for the ICO (airdrop / bounty)
Life cycle reward : participation, community dev...

Operations (15%)

Tech investments, marketing, acquisitions, partnerships

Team (16%)

Founders (12%) and top level future employees (4%)
Fully vested during 1 year, then 25% distribution per year

Total tokens : 9.000.000.000

ICO terms and conditions

	Round 1 (pre-ICO)	Round 2 (pre-ICO)	Public Sale
Date	July 9 to 21	from July 24 to September 10	from September 13
YoN Price (USD)	USD 0,0015	USD 0,0020	USD 0,003
Min Investment (USD)	USD 5 000	USD 1 000	USD 200
Max Investment (USD)	USD 100 000	USD 20 000	/
Tokens on sale	435 000 000	435 000 000	870 000 000
Raising value	USD 652 500	USD 870 000	USD 2 610 000
Vesting period	6 months + 10% per month	3 months + 10% per month	no vesting

Tokens available on ICO : 1 740 000 000
Total ICO fund raising : USD 4 132 500

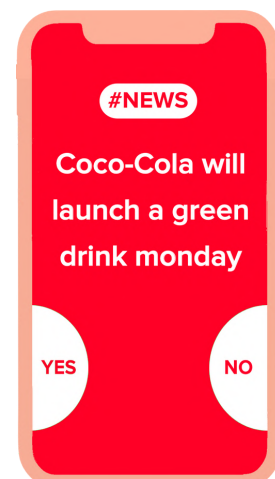
A strong and validated business model ...

Commissions

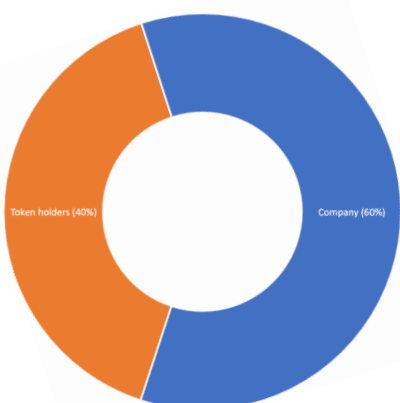
- Each transaction (bet, answer...) generates commissions / revenues
- Our bêta generated > 30M transactions with only 100k users
- We're expecting several million users worldwide over time

Native advertising

- Advertiser are always looking for new opportunities
- Our native advertising offer will be unique and extremely engaging
- CPM around USD 10, with a starting projection of
 - > 100M bets displayed / month
 - > 10M ads displayed / month



... shared with the token holders...



Zoom on advertising

- The display is set with the advertiser
- The advertiser pays a USD 10 CPM in tokens
- 40% of the profits go to the token holders

... and the app users



- Right answer users (90%)
- Creator of the bet (2%)
- Validating answer community (2%)
- Platform tech issues (5%)
- Monthly burnt (1%)

Zoom on the token distribution coming from a commission (when a bet is valid) > everyone involved is rewarded

- The creator of the bet
- Users who had the right answer
- Users who participated in giving the right answer
- The platform for managing the technical issues

Numerous other rewards are allocated when users share, curate, etc... To make everyone's wallet grow !

06

Give your time... get tokens

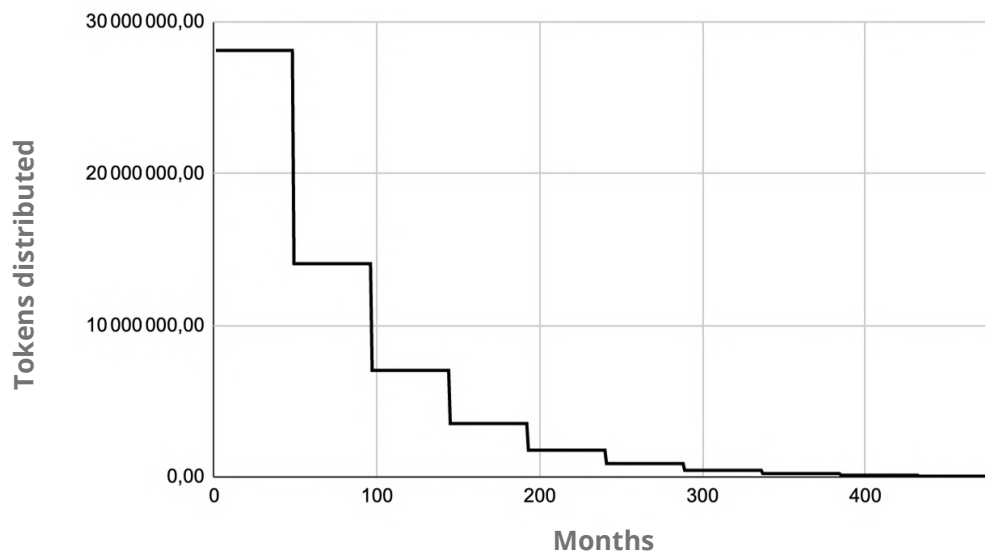
By analogy to Bitcoin, which pays for the processing power of its miners, YESorNO pays for the working time spent by Yoners (users of YESorNO) on some type of contribution, offering top quality to content and the project. Every 4 years, YESorNO divides the amount of rewards distributed each month in half (Halving Day).

At the beginning, 27M tokens will be distributed per month, whatever the number of users or actions.

The number of tokens allocated to the market progressively decreases without any surprise, and the value of working time increases. With all this data being both public and anticipated, the token should increase in value, according to all relevant research and experience on this topic*.

When the users work (for fun and tokens) and the allocation is decreasing over time, the increase value of the token is on...

*More details available in the "technical vision" section of the White Paper.



Mechanics for a token organic growth

- The betting project itself gives a value to the token, as long as the users are using the app and then considering the token as a real utility on a strong industry where YESorNO is aiming at taking the leadership
- The Halving Day has proved to be an accelerator of the value of a token when the process behind the distribution is justified and motivating
- The advertisers or any publisher that will turn its bet into an ad will have to use tokens and then dynamise the exchange market



Use case to get tokens over time

Because you will offer the community some of your time, you need to know :

- An idea of **how much time**, depending on your actions, **your participation may need**
- The **impact** of your time **on your token** rewards

Time needed per kind of possible revenue or activity

	Time needed
Token holder (1)	0
Advertising (2)	0
Curation (3)	⌚ ⌚
Sharing (4)	⌚
Consensus (5)	⌚
Play (6)	⌚ ⌚

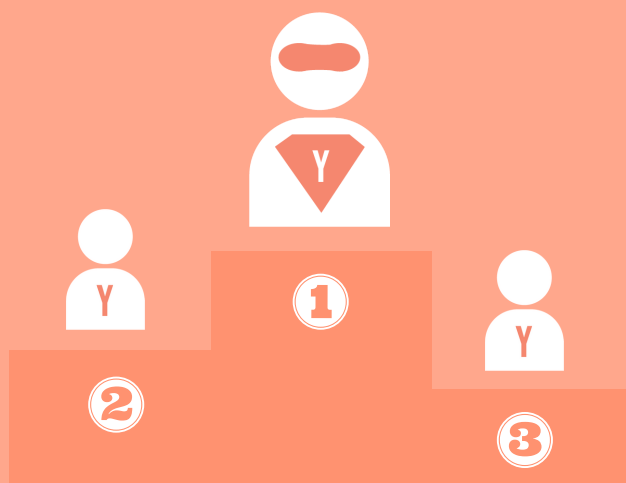
- (1) Just holding tokens, no participation
- (2) Brands invest in ads, no time needed
- (3) Make sure content is acceptable
- (4) Invite friends to join YESorNO
- (5) Giving the right answers once public
- (6) Just bet on your favorite topics

Impact of your time on your tokens

Type of member	Impact
Holder	Ⓢ
Moderate	Ⓢ Ⓢ
Active	Ⓢ Ⓢ Ⓢ



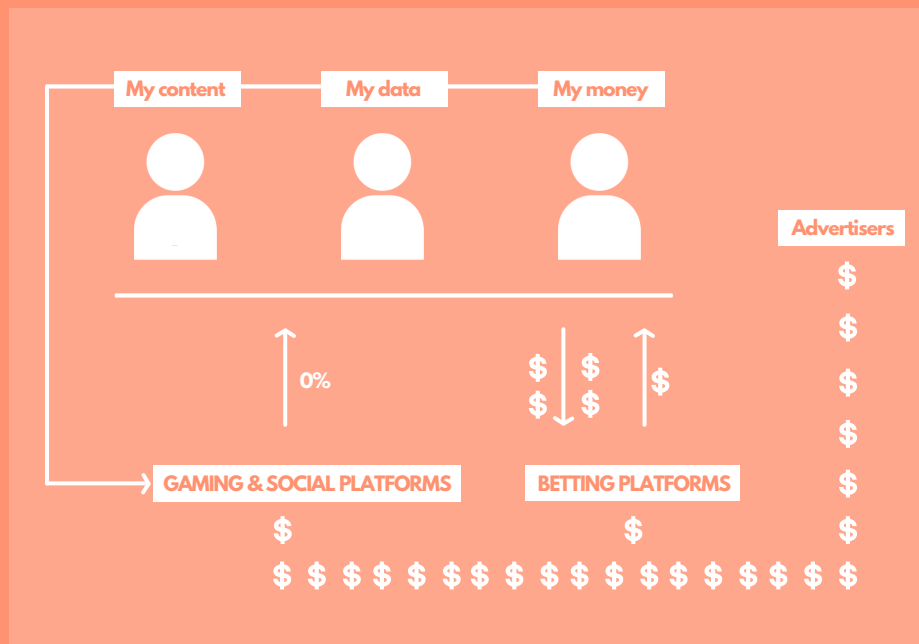
The superstar of YESorNO



- He is holding at least 10M tokens
- He is playing 15 min per day
- He is giving 5 answers to other publishers bets per day
- He is curating 2 non acceptable contents per day
- He has invited 50 people who joined YESorNO

ON TRADITIONAL PLATFORMS

All value is captured by the platforms

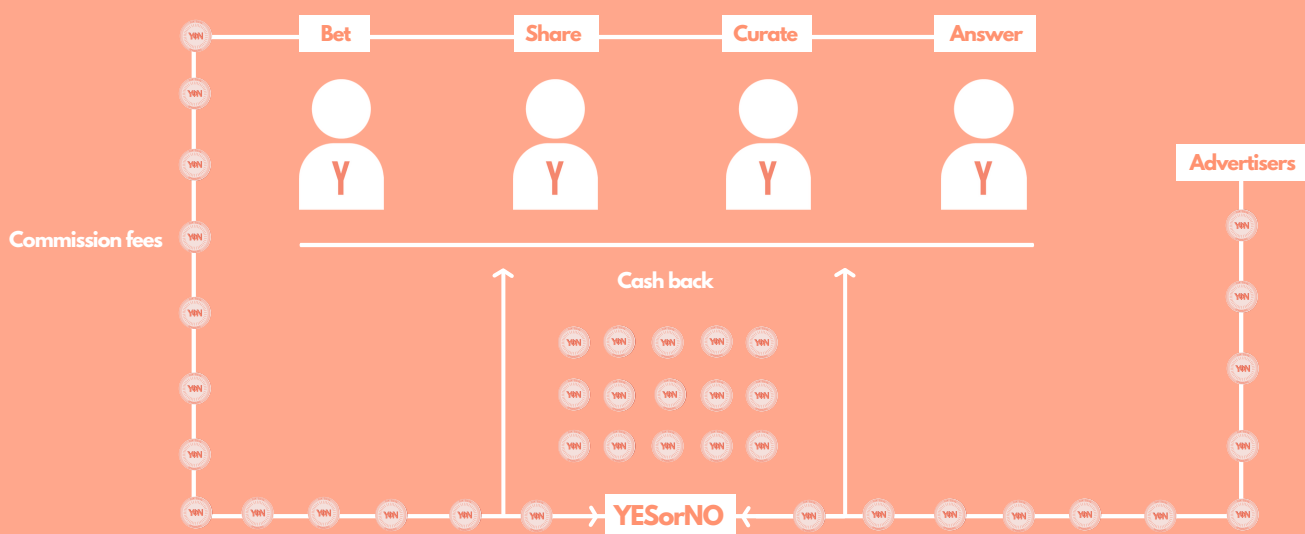


YOU GIVE : your personal data, your time, your money (betting)

YOU GET : pleasure, addiction, rarely money

ON YESorNO

Revenues are shared with the community



YOU GIVE : tokens, time for the community

YOU GET : pleasure, fun, tokens for your time and actions



07

ROADMAP : preparing the decentralized betting since 2018

2018

Gilles was bored sitting in front of his TV with the family. A laptop an Excel spreadsheet, and a game to bet for fun about a reality show completely transformed the moment into a memorable milestone. The next day, all his friends were convinced, and the project was born.



Leo (digital entrepreneur) and Pierre (betting industry expert) join the project



2020

Great advisors join the project :
a former handball world champion, a managing director of a governmental bank, an international entrepreneur and crypto investor...



Philippe
Gardent



Olivier
Sichel



Thibault
Launay

Bêta version launch of YESorNO on the stores

- 100K members
- 21M bets played
- 4,7/5 on 4,4K reviews



2019

Team is onboard : CTO, CFO and CMO



Alpha version of YESorNO is stores for its first test in the French market, with content partners



Fund raising of 750k€ with business angels



2021

Q1

Building the decentralized architecture (step 1)
Create and launch our own ERC-20 token, based on Ethereum technology

Q2

Building the decentralized architecture (step 2)
White Paper & ICO website release
Private sale launch
Smart contract
Marketing & communication launch
Airdrop & Bounty launch
Ambassador onboarding
Pre-ICO & ICO Launch

Q3

Building the decentralized architecture (step 3)
YON Token distribution
Listing on Pancakeswap
Building the decentralized front app (step 1)

Q4

Finishing the decentralized architecture
Building the decentralized front app (step 2)
Programming smart contracts for DApp
Reinforced recruitment

2022

Q1

Deploy Testnet and launch of the Beta app
Gaming licence application
First CEX, french and international

Q2

Gaming licence application
New exchange Listings

Q3/Q4

Release of the decentralized app 1.0
New Exchange Listings
Betting on any topic
Opening partnerships in various countries

Q4

New features on the app
> 50k users on the decentralized app v1.0
New Exchange Listings

2023

To infinity and beyond

Our new challenge :

Opening as many countries as possible

Next to come :

SDK and API to plug community developed features



08 YESorNO is alive

**BETTING HAS NEVER BEEN SO EASY, FUN,
SOCIAL, DECENTRALIZED & REWARDING**

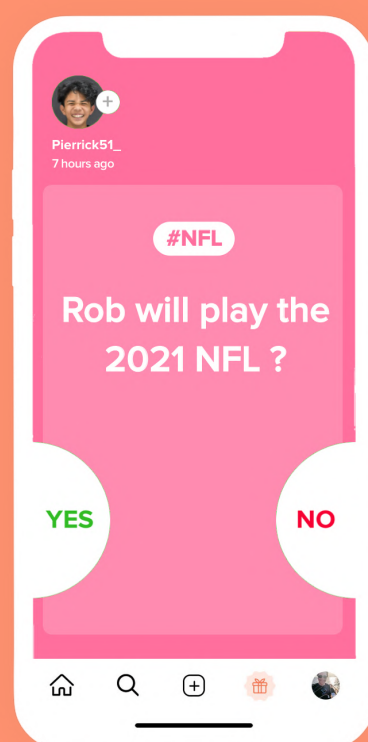
YESorNO was tested in 2019 (Alpha) and 2020 (Beta) on the French app market, using a totally virtual coin (no crypto, no value), on various populations and various topics.

The goal was clearly to test and learn, and then be ready to push YESorNO to a blockchain once we are sure of our members' expectations, our algorithms, and the security of our architecture once decentralized.

This is an overview of what we have done, and an idea of what is on the way from 2022 on, with our token and upcoming new features.

Some current screen views

Various kinds of bets, for everyone's interest



Now

Bêta still online

Available on the french 2 stores until 2022
(YESorNO – Défie tes passions)



Results of our alpha and bêta versions



#1 Gaming category

Oct 2019



#7 downloaded app

June 2020

- **100K** members
- **21M** bets played
- **4,7/5** on 4,4K reviews

Soon after the ICO...

On Blockchain

Decentralized YESorNO version available worldwide in 2022.





Gilles Feingold, CEO
#Serial_Entrepreneur

- Founder and exited #1 French energy drink
- Founder and exited #1 French neighborhood social network
- Former Exec Member of the government comity for digital



Pierre Klein, CIO
#International #Marketing

- Former CMO Betclic France
- Former President TBWA Europe
- Harvard



Jonathan Oleszkiewicz, CTO
#Digital_Entrepreneur
#Blockchain_Addict

- Epitech engineer school



Jimmy Batifol-Oliverio, CBO
#Blockchain_Geek

- Former Council Member at Nem.io
- Founding Member Nem.io Fondation
- Developer of NanoWallet, NEM-sdk & Apostille



Quentin Herbrecht, CMO
#Blockchain_Expert

- Founder *Marckchain* agency
- INSEAD blockchain certificate



Leo Sounigo, CDO
#Serial_Entrepreneur
#MillenialExpert

- Founder *Angel studio* (Video Ad)
- Founder *Studyquizz* (+1M DL)
- EM Lyon Business School



Thomas Blondet, CFO
#M&A #FundRaising

- Associate *RocheFort*
- Former *Messier Partners*
- INSEAD

Advisors



Thibault Launay
Crypto expert
International investor
Harvard



Simon Corsin
Lead Developer Snapchat
Epitech Engineer school



Olivier Sichel
VP of the French Government Bank
ENA



Philippe Gardent
Handball World champion



Emmanuel Driss
Sport French university manager



Arnaud Bongarzone
Serial entrepreneur
Digital investor



YESorNO

A protocol to ensure n-party systems resolution for p2p prediction markets

Jonathan Oleszkiewicz

April 21, 2021

Abstract

YESorNO is a decentralized peer-to-peer network that builds an efficient, timely, and low-cost protocol for issuing prediction markets. It is based on a new generation of consensus that involves active network members and rewards them for their activity. People who make valuable contributions are rewarded by crypto-assets called YON. This involves an equitable accounting system that systematically reflects each person's contribution. It is a blockchain that transparently and systematically rewards the network members who contribute to its growth.

1. Introduction

Collectively, user-generated content creates billions of dollars in value for GAFA shareholders. The conception of YESorNO was guided by two fundamental principles. The first principle is that everyone who contributes to the community should receive ownership and payment on a *prorata* basis according to the value creation they contribute to generating. The second principle is that all forms of capital have the same value. This means that the people who devote “available brain time” and processing power are just as valuable as those who demonstrate their importance by holding YoN tokens. Creating value and participating in the network thus contribute to increasing their importance score in the same manner as holding and saving YoN tokens over the long-term. That enables a more equitable balance of power among network members and, as a result, more precise and robust governance.

Realigning economic incentives has the potential to produce more equitable and more inclusive results with respect to existing platforms. From the outset, YESorNO was designed to eliminate the main barriers to adoption and monetization of a community-based economy. Significant contributions by each individual must be recognized for the value they add. When people are recognized for their significant contributions, they continue to contribute, and the community grows. It is not sustainable to maintain imbalance in mutual concessions within a given community.

2. Decentralized approach

Prediction markets have traditionally been centralized. For that type of platform, market resolution systematically involves an impartial judge who plays the role of a trusted third-party. When the process is complete, the platform must distribute winnings among the various participants. Of

course, they are required to keep a ledger that consolidates all the transactions, but the ledger is private and not accessible to users.

Centralized prediction markets thus present many impracticalities, including:

- They operate in limited geographical zones and do not allow worldwide participation.
- By editing their content themselves, they considerably restrict the diversity and relevance of proposed topics.
- They oblige their members to trust that the operator will not steal and will properly distribute funds.

Decentralized networks without confidence eliminate the risk that personal interest leads to theft or corruption. YESorNO enables anyone to create a bet on any future event. The creator defines the title, color, price, and the event's end time. A bet is a non-fungible token (NFT) defined in the YESorNO blockchain.

3. Mechanics overview

The free market can be considered as a unique community in which everyone conducts business with each other, and compensation is attributed based on profit and loss. The market system rewards those who provide value and punish those who consume more value than they produce. In a prediction market, individuals more specifically speculate on the outcome of future events. Those who correctly anticipate the outcome of an event shall earn money. Oppositely, those who take a position on the incorrect outcome shall lose money.

Prediction markets are created by network users in the form of closed questions associated with a liquidity pool. Market value is represented by

the network members' interest in the question. When a user takes a position, they wager their YoN tokens on a specific issue: "yes" or "no". Through that action, they increase the liquidity pool and participate in establishing the event's market value. The market value of an event associated with the liquidity pool can serve as a reliable statistical indicator regarding the probability that a given event will occur.

The results of prediction markets are chosen by the users holding YoN tokens. Network members wager their YoN tokens on the observed result once the event has ended. Afterwards, the obtained consensus makes it possible to determine the answer's correctness. Underlying incitation mechanisms are established in a manner ensuring that publication of a right answer is always the most beneficial option for the user.

By using YESorNO, network members can create and participate in different prediction markets. The publication of results by the community is essential for YESorNO to allocate payment to winners accurately. This action may therefore be considered as a crucial contribution that is worthy of reward.

Network members can curate content by interacting (or not interacting) with it. All actions are stored and aggregated in our powerful autoML engines to anticipate the future relevance of content. Right content can actually be deduced according to a specific user profile. Thus, right content is weighted according to individual habits and wrong content is discarded. The participation of network members is essential for that and is subject to reward.

4. Consensus management

In a perfect world, community members would cooperate to evaluate the contributions of each other and derive fair value. In the real world,

algorithms offer a more effective alternative for reaching a consensus. Those algorithms must be designed to resist manipulation. Any generalized abuse of the system could lead community members to lose confidence in the perceived equity of the economic system. As long as members agree on the processing algorithm, the algorithm's results are regarded as authoritative.

The Byzantine Generals¹ Problem is a key issue confronted by all decentralized systems. The question is being able to know, and to what degree, how it is possible to take information into account whose source or transmission channel is suspect. The solution implies finding a means of bringing independent players in a given network to cooperate together without cheating.

The proof-of-work² (PoW) first implemented in the 2009 Bitcoin protocol offers a solution to this problem. As soon as a new block is accepted into the main chain, all miners begin competing to find the next block. Miners calculate hash values as quickly as possible until they obtain a new valid block. The probability that a miner will exploit a block is proportional to their processing power. The original PoW still remains a reference even though it results in many limitations, such as the time necessary for validating a transaction, and the energy cost induced by generating a new block. Nonetheless, considerable progress has been made in the field (such as the Lightning Network³ or SegWit⁴ protocol). The PoW does not enable the use of applications that process several thousands of transactions per second at a reasonable cost.

In 2012, the Proof-of-Stake⁵ (PoS) first implemented an alternative approach to the PoW as proposed by the Bitcoin protocol. The PoS requires

¹ https://en.wikipedia.org/wiki/Byzantine_fault

² https://en.wikipedia.org/wiki/Proof_of_work

³ https://en.wikipedia.org/wiki/Lightning_Network

⁴ <https://en.wikipedia.org/wiki/SegWit>

⁵ https://en.wikipedia.org/wiki/Proof_of_stake

the user to prove possession of a certain quantity of cryptocurrency to qualify for being able to validate additional blocks. This approach presents an alternative that does not require significant energy consumption. Today, the PoS protocol is used in many blockchain applications that involve processing a large number of transactions per second. However, the protocol tends to give priority to richer accounts to the detriment of poorer accounts. The result is that the governance of a PoS network is quite often controlled by a small number of accounts.

The fundamental account unit on the YESorNO platform is the YoN, a cryptocurrency token. Rather than function on the basis of “one YoN = one vote”, as do most cryptocurrencies based on the PoS protocol, we promote interaction and value production on the network. In this model, people who contribute the most to the platform – as measured by their account balance as well as their direct contribution – have the most influence. YESorNO uses a modified PoS version as defined in the Symbol⁶ white paper, which promotes accounts that contribute actively to the network. The protocol calculates global importance for each account based on the available balance and network participation over a given period of time (number of transactions generated and number of blocks created). Active accounts thus gain a limited advantage over time. If they want to continue being promoted, they must pursue their contributions in the long-term.

A Sybil attack⁷ on a peer-to-peer network occurs when an attacker creates multiple identities in order to achieve heightened influence on the network. Platforms operating on the “one user, one vote” principle are subject to this type of attack. It creates an environment in which consensus can be manipulated. YESorNO grants an importance score to each account on the basis of the number of YoN tokens held, as well as the account’s real activity. This creates a trusted framework in which members have a

⁶ <https://docs.symbolplatform.com/catapult-whitepaper/main.pdf>

⁷ https://en.wikipedia.org/wiki/Sybil_attack

financial incentive not to corrupt the network. As a result, the distribution of an account's balance across several accounts reduces the average dampening factor that is applied. If a constant level of activity is maintained before and after redistribution, the cumulated importance will be higher after the split. That effect is intended by design, and it encourages virtuous behavior because importance is only increased if activity is continuous. Preserving the transaction score encourages transactions and fee payment from several accounts. Score preservation for nodes encourages the execution of additional nodes and their connection to the network. The importance score is calculated as follows:

totalChainImportance = 10,000,000,000

importanceGrouping = 720

minHarvesterBalance: = 2,000 YoN

importanceActivityPercentage = 30

"high value account" is an account holding more *minHarvesterBalance* YoN

"A" is a specific account in the YESorNO blockchain

"TA" is an account's share of participation relative to global participation

"NA" is an account's share of contribution to block validation

An account must contain more than *minHarvesterBalance* to be eligible for importance score calculation. If the balance is lower, the importance score is 0.

$$T_A = \frac{\text{FeesPaid}(A)}{\sum_{a \in \text{high value accounts}} \text{FeesPaid}(a)}$$

$$N_A = \frac{\text{BeneficiaryCount}(A)}{\sum_{a \in \text{high value accounts}} \text{BeneficiaryCount}(a)}$$

$$\gamma = \text{importanceActivityPercentage}$$

$$\text{ActivityScore}'_A = \frac{\text{minHarvesterBalance}}{B_A} \cdot (0.8 \cdot T_A + 0.2 \cdot N_A)$$

$$\text{ActivityScore}_A = \frac{\text{ActivityScore}'_A}{\sum_{a \in \text{high value accounts}} \text{ActivityScore}'_a}$$

$$I'_A = \text{totalChainImportance} \cdot ((1 - \gamma) \cdot S_A + \gamma \cdot \text{ActivityScore}_A)$$

An account's participation in the network represents 24% of the importance score.

An account's participation in block generation represents 6% of the importance score.

An account's balance represents 70% of the importance score.

5. Tokenomics

It is not necessarily simple to distribute currency to stakeholders in a network. Actions that can be evaluated entirely by a deterministic algorithm are relatively uncommon. For Bitcoin, this involves running powerful and energy-intensive computers. While this may secure the network, it does not bring any significant value to the company or community of currency holders overall. More importantly, economies of scale and market factors end up excluding everyone except for experts. Ultimately, mining based on hash calculation is simply another way to buy cryptocurrency.

In order to give everyone an equal chance to be involved and earn money, network members must be able to work. The challenge is knowing how to judge the relative quality and quantity of work provided by individuals, and to do so in a manner that efficiently allocates compensation to millions of users. It requires that the power to allocate funds be as decentralized as possible.

5.1 Community funds

The first step in compensating millions of users is to make a commitment to distribute a predictable amount of currency, independently of the quantity of work actually performed. This shows the market that the money is available and distributed to those who carry out the most work. This is similar to the Bitcoin protocol, which commits to rewarding the miner who finds the hash for a block. As with Bitcoin, the work must be carried out before payment. The next step consists of rewarding all those who perform some action of value for the network. The more competitive the market becomes, the harder it is to earn money without providing much value.

Rewards are distributed from the community fund reserves set at 2,7 billion YoN. Distribution takes place after the end of each month, as defined by the following geometric series:

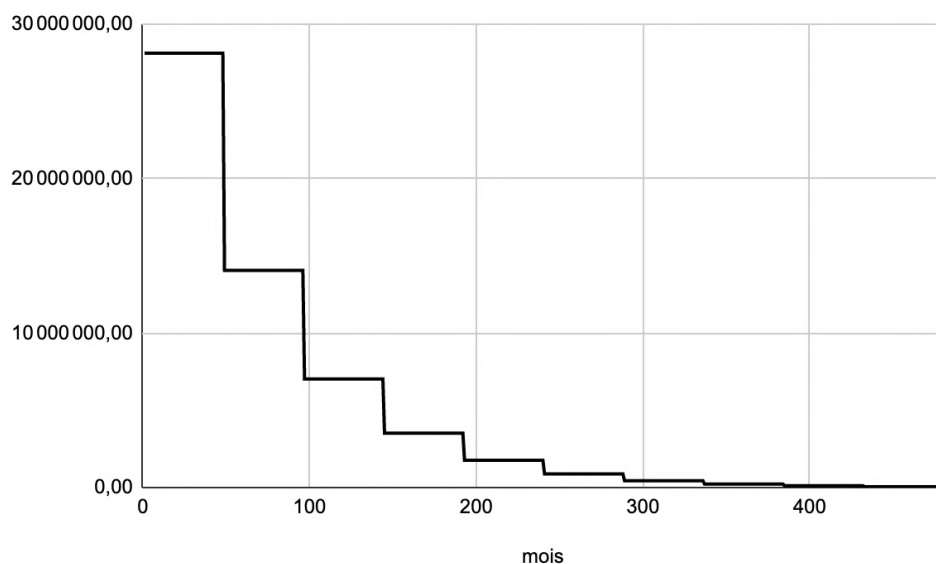
n, a unit of value defining a given period of 48 months

U0 representing the entire community fund set at 2,7 billion YoN

For a natural integer *n* defined over the entire amount]0; + ∞[

$$U_{n+1} = \frac{1}{2}U_n ; U_0 = 2700000000$$

Evolution of YoN reward release per month over 40 years :



YESorNO pays its network members on a *prorata* basis according to the work performed by each member. To offer an analogy to Bitcoin: YESorNO pays for time worked, whereas Bitcoin pays based on the provided processing power. In the same manner as Bitcoin community members are put in competition so that only those members with the greatest processing power earn rewards, YESorNO puts members of its network in competition by favoring those who provide the greatest value through their time worked.

Miners on Bitcoin – powerful computers made available – perform algorithmic calculations to validate transactions on the blockchain. As this work requires energy, miners are rewarded for the work performed. On YESorNO, network members are rewarded for their contributions on a *prorata* basis according to their real work on the platform.

Every four years (25,228,800 blocks), YESorNO divides the quantity of rewards available each month by two, on “Halving Day”. The number of new YoN tokens available on the market therefore decreases per level. Like with nearly any other freely exchanged goods, the YoN price depends only on supply and demand. With the quantity of new YoN tokens put into circulation being defined and known to all, only demand remains unpredictable. As the YoN is a very young currency with high potential, its market value is likely to rise in the long-term. One thing is certain: at the time of halving, the decrease in inflation will have already been integrated by markets, as it is an anticipated occurrence. It is thus worth noting that no significant variations in price should be observed on that day, favoring a progressive rise in YoN value over the years.

Halving has played an especially important role in blockchain and cryptocurrency history, notably on the evolution of Bitcoin prices⁸. Research results show that dividing available rewards in half every four years leads to an increase in the merchant value of the cryptocurrency. This relationship is illustrated clearly by the Kendall rank correlation⁹ method.

The question remains as to why, historically speaking, has halving always been synonymous with an increase, whereas workers are paid less? It is actually a logical phenomenon. It is important to understand that the quantity of YoN in circulation is known. The exact quantity of YoN distributed each month is known, as is the amount in circulation today and

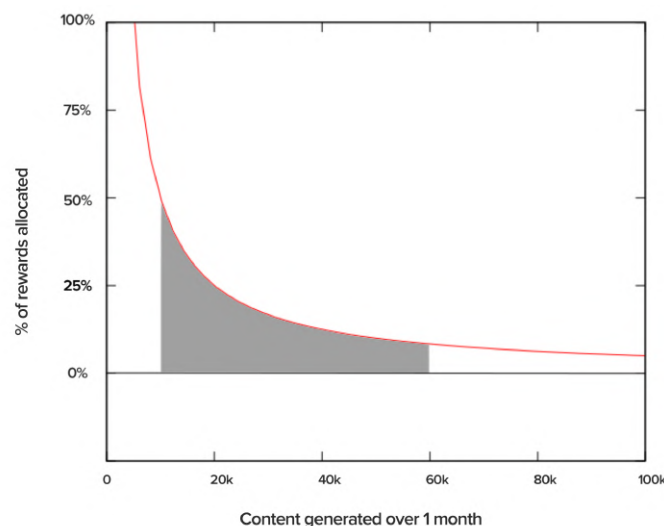
⁸ <https://pdfs.semanticscholar.org/c3a0/6dcc40c78d09c74d9db1dac8b3f4e5d1f7b7.pdf>

⁹ https://en.wikipedia.org/wiki/Kendall_rank_correlation_coefficient

at the end of the month. Therefore, as rewards distributed to workers decrease, the underlying value of the work-time required to earn the reward increases. Furthermore, when halving takes place, fewer YoN are distributed, resulting in fewer YoN placed for sale on the market. This phenomenon increases the rarity of the asset. As the price is governed by supply and demand, as demand increases, supply decreases, and prices rise.

5.2 Contents valuation

One of the YESorNO reward system's main goal is to promote the highest added value publications. Real distribution depends on the number of players, consensus concerning the answer, and interactions related to the bet. We suspect that the vast majority of rewards will be attributed to the content that brings the most value to the network. Zipf's¹⁰ law is one of the empirical rules that characterize a surprisingly broad range of real-world phenomena remarkably well. The law states that if we process a large collection by size or popularity, the second element in the collection will be about half the size of the first, the third element will be about one-third of the size of the first, and so on. The value of a collection of n elements is proportional to $\log(n)$.



¹⁰ https://en.wikipedia.org/wiki/Zipf%27s_law

Calculation of the integral (in gray above) on specific data segments is a good indicator for estimating the share of value captured for any content. However, it would be a mistake to construct a bijection between the perceived value of content at the macro level and its intrinsic value at the micro level. While this method does provide a global view of success distribution across large datasets, it does not enable understanding of the underlying mechanisms in the individual valuation of content. More particularly, in a network of free individuals governed by market laws, it is essential to be able to assess content value at a micro level while eliminating social influence as much as possible. Without this, the economic effect of this is similar to a lottery in which people overestimate their probability of gaining audience share with their content.

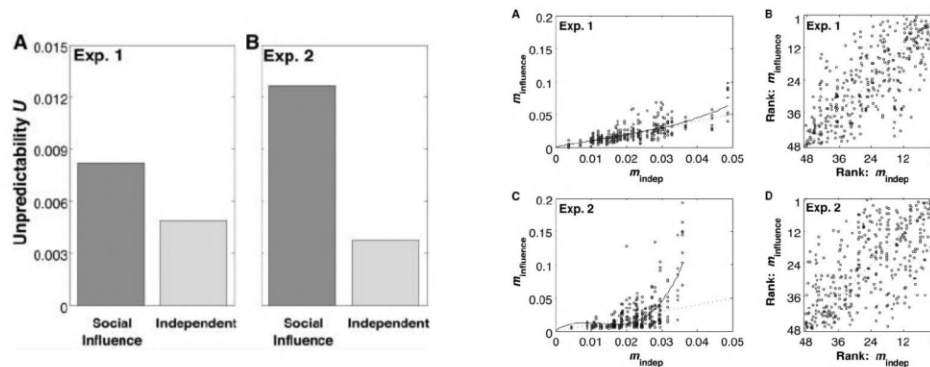
Matthew J. Salganik, Peter Sheridan Dodds and Duncan J. Watts published a scientific article¹¹ in 2006 on this topic :

Hit songs, books, and movies are many times more successful than average, suggesting that “the best” alternatives are qualitatively different from “the rest”; yet experts routinely fail to predict which products will succeed. [...] Social influence generates increased unpredictability of outcomes. In each experiment, the average difference in market share (fraction of total downloads) for a song between distinct social influence worlds is higher than it is between different subpopulations of individuals making independent decisions. Because these different outcomes occur even with indistinguishable groups of subjects evaluating the same set of songs, this type of unpredictability is inherent to the process and cannot be eliminated simply by knowing more about the songs or market participants. Although, on average, quality is positively related to success, songs of any given quality can experience a wide range of outcomes. In general, the “best”

¹¹

https://www.researchgate.net/publication/51372761_Experimental_Study_of_Inequality_and_Unpredictability_in_an_Artificial_Cultural_Market

songs never do very badly, and the "worst" songs never do extremely well, but almost any other result is possible. Unpredictability also varies with quality measured in terms of market share, the "best" songs are the most unpredictable, whereas when measured in terms of rank, intermediate songs are the most unpredictable.



Our findings nevertheless suggest that social influence exerts an important but counterintuitive effect on cultural market formation, generating collective behavior that is reminiscent of (but not identical to) "information cascades" in sequences of individuals making binary choices [...] On the one hand, the more information participants have regarding the decisions of others, the greater agreement they will seem to display regarding their musical preferences; thus the characteristics of success will seem predictable in retrospect. On the other hand, looking across different realizations of the same process, we see that as social influence increases (i.e., from experiment 1 to experiment 2), which particular products turn out to be regarded as good or bad becomes increasingly unpredictable, whether unpredictability is measured directly or in terms of quality. We conjecture, therefore, that experts fail to predict success not because they are incompetent judges or mis-informed about the preferences of others, but because when individual decisions are subject to social influence, markets do not simply aggregate pre-existing individual preferences. In such a world, there are inherent limits on the predictability of outcomes, irrespective of how much skill or information one has. [...] Whereas

experimental psychology, for example, tends to view the individual as the relevant unit of analysis, we are explicitly interested in the relationship between individual (micro) and collective (macro) behavior; thus we need many more participants. In order to ensure that our respective worlds had reached reasonably steady states, we required over 14,000 participants

In both experiments, scientists have found that all eight social influence worlds exhibit greater inequality meaning popular songs are more popular and unpopular songs are less popular than the world in which individuals make decisions independently. They also note that inequality increases when the salience of the social information signal increases. Thus, social influence contributes to inequality of outcomes in cultural markets, but that as individuals are subject to stronger forms of social influence, the collective outcomes will become increasingly unequal. Results support the hypothesis that social influence, based on information regarding the choices of others, contributes both to inequality and unpredictability in cultural markets.

In its UX design and algorithmic content management, YESorNO takes the cognitive biases of social influences into account. We strive to reduce their impact as much as possible by limiting the collective influence based on information regarding the choices of others.

5.3 Payout for contributions

Rewards help reinforce the idea that it is possible to earn bigger rewards, while encouraging network members to produce content of better quality and in larger quantity. The three basic actions promoted by the network are: creating a prediction market; defining an answer in a prediction market; and curating content. At the end of each month, all of these actions are aggregated and weighted according to an importance factor :

PoolAmount() is a function that returns the total value of a prediction market's liquidity pool before redistribution. In other words, it corresponds to the total aggregated amount on a market for a specific question.

“TC” represents the importance of finalized prediction markets, created by a specific account with respect to all markets finalized during the month. It is defined in [0 ; 1]

$$TC = \frac{\sum_{c \in \text{account challenge created in month}} PoolAmount(c)}{\sum_{c \in \text{all challenges created in month}} PoolAmount(c)}$$

“TR” represents the importance of contributions to resolving markets finalized by a specific account with respect to all accounts during the month. It is defined in [0 ; 1]

$$TR = \frac{\sum_{r \in \text{account right responses sent in month}}}{\sum_{r \in \text{all right responses sent in month}}$$

AccountFeesPaid() is a function that returns the total value of fees paid to the network by a specific account. This represents a good indication of an account's commitment and may be used to estimate the level of participation in curation.

“TA” represents the importance of an account in terms of participation with respect to all accounts active during the month. It is defined for the interval [0 ; 1]

$$TA = \frac{AccountFeesPaid(A)}{\sum_{a \in \text{all account in month}} FeesPaid(a)}$$

“R” represents the proportion of rewards perceived by an account after the end of the month. It is defined for the interval [0 ; 1]

$$R = 0.4 \cdot TC + 0.5 \cdot TR + 0.1 \cdot TA$$

5.4 Market resolution and commission

YESorNO takes a commission on prediction markets at the time of their resolution. This commission comprises three parts: 30% is redistributed to network members who contributed to the market; 10% is burned

immediately; the remainder is used by YESorNO to develop and maintain the application.

First of all, resolution in a prediction market involves network members publishing the answer. Concretely speaking, the market enters a “resolution” phase as soon as the market is finalized. It may accept up to a maximum of 50 answers for a “yes” outcome, and 50 answers for a “no” outcome. It is worth noting that the accounts participating in the market are not eligible to vote. Each account that wishes to participate in market resolution must hold a minimum of “minHarvesterBalance” YoN. They may then submit an answer regarding a specific outcome: “yes” or “no”, via a multi-asset escrowed transaction. They bet an amount corresponding to the price of participating in the market (*bet_price* YoN) and, in exchange, receive a cryptographic token as proof of their participation. Each account is limited to a single participation per market.

$$RyesRatioSold = \frac{\sum_{a \in \text{all account who buy yes responses}}}{50}$$

$$RyesImportance = \sum_{a \in \text{all account who buy yes responses}} ImportanceScore(a)$$

$$RnoRatioSold = \frac{\sum_{a \in \text{all account who buy no responses}}}{50}$$

$$RnoImportance = \sum_{a \in \text{all account who buy no responses}} ImportanceScore(a)$$

$$RyesRatioImportance = \frac{RyesImportance}{RyesImportance + RnoImportance}$$

$$RnoRatioImportance = \frac{RnoImportance}{RyesImportance + RnoImportance}$$

$$Ryes = 0.75 \cdot RyesRatioSold + 0.25 \cdot RyesRatioImportance$$

$$Rno = 0.75 \cdot RnoRatioSold + 0.25 \cdot RnoRatioImportance$$

When finalized, the market may enter one of three phases :

- Invalid: $(R_{yesRatioSold} + R_{yesRatioSold}) < 0.15$

The market did not receive enough answers. This could mean that the question was improperly formulated or incorrect, or that no reliable answer is available. The market is therefore considered as invalid. All participants are reimbursed, and no commission is taken. This market is not counted in the calculation of rewards distributed by the community fund.

- Fork: $abs(R_{yes} - R_{no}) < 0.1$

The market appears to be compatible with two possible outcomes. This could mean that the question was improperly formulated or incorrect, or that an attack involving enough accounts of high importance took place. The market is considered as a “fork”, and all participants are reimbursed, and no commission is taken. This market is not counted in the calculation of rewards distributed by the community fund.

- Finalized: $abs(R_{yes} - R_{no}) \geq 0.1$

The market was resolved through consensus. The market is therefore considered as finalized. Accounts that had placed bets, as well as those that participated in resolving the market with the correct outcome, are eligible to claim their earnings.

Calculating earnings :

- Commission represents 10% of the wager by accounts that bet on the wrong outcome:

$$Commission = 0.1 \cdot \sum_{b \in \text{all bets corresponding to bad issue}} bet_price$$

- Accounts that participated in a prediction market by betting on the right outcome are reimbursed for their initial wager as well as the *prorata* amount corresponding to the wagers by accounts that bet on the wrong outcome:

$$BetWin = bet_price + 0.9 \cdot \frac{\sum_{b \in \text{all bets corresponding to bad issue}} bet_price}{\sum_{b \in \text{all bets corresponding to right issue}}}$$

- The accounts that participated in resolving a market by submitting the right answer are reimbursed for their deposit as well as a *prorata* amount corresponding to the wagers by accounts that bet on the wrong outcome, plus a 20% commission:

$$RWin = bet_price + \frac{\sum_{r \in \text{all responses corresponding to bad issue}} bet_price}{\sum_{r \in \text{all responses corresponding to right issue}}} + \frac{0.2 \cdot Commission}{\sum_{r \in \text{all responses corresponding to right issue}}}$$

- The account that created the market earns 20% of the commission:

$$Creator = 0.2 \cdot Commission$$

- After a market is resolved, 10% of the commission is burned :

$$Burn = 0.1 \cdot Commission$$

- The remainder is paid to YESorNO :

$$YESorNO = 0.5 \cdot Commission$$

11 Disclaimer

Preamble

The buyer of YoN tokens understands and accepts that LDE SAS does not aim to act as a substitute for the knowledge that the buyer must possess for its purchases on the cryptoassets market .

Thus, the buyer of YoN tokens assumes and acknowledges an understanding of the field of cryptoassets, systems developed by LDE SAS and the Blockchain mechanism. This includes the risks associated with the crowdsale as well as the mechanism related to the use of cryptoassets, and more specifically, YoN tokens (including storage).

LDE SAS WILL NOT BE LIABLE FOR LOSS OF YoN TOKENS, PIRACY, AND / OR SITUATIONS INVOLVING THE IMPOSSIBILITY FOR THE PURCHASER TO ACCESS THE YoN TOKENS WHICH MAY RESULT FROM ANY ACTIONS OR OMISSIONS OF THE PURCHASER OF YoN TOKENS AND THE USER OF THE SERVICES OFFERED BY LDE, SAS.

THIS WHITEPAPER IN NO EVENT SHALL CREATE A PROSPECTUS OR OFFERING DOCUMENT. IT IS NOT INTENDED TO CONSTITUTE AN OFFER TO SELL OR AN INVITATION TO A PURCHASE AND / OR SUBSCRIPTION OFFER.

THIS WHITEPAPER IS NOT INTENDED TO CONSTITUTE A SOLICITATION TO INVEST IN SECURITIES OR ANY OTHER FORM OF INVESTMENT PRODUCTS. THIS WHITEPAPER, IN WHOLE OR IN PART, AND ANY COPY OF IT, SHOULD NOT BE TAKEN OR TRANSMITTED TO ANY COUNTRY WHERE THE DISTRIBUTION AND DISSEMINATION OF WHITEPAPERS IS PROHIBITED OR RESTRICTED.

1. GENERAL INFORMATION

The YoN token will not be legally considered a security since it does not give rights to dividend, interest, profit-sharing, or any other remuneration. Also, the YoN tokens will not be considered shares because they do not give access to ordinary or extraordinary general meetings of LDE SAS

The sale of YoN tokens is final and non-refundable. They cannot be used outside the platform developed by LDE SAS. The buyer of the YoN tokens understands and is aware that the YoN tokens issued by LDE SAS operate in a decentralized non regulated market. The information issued by LDE SAS relates to the crowdsale and YoN tokens, and the purchaser of the said tokens understands that no specific European regulatory framework governs this activity. As a result, the buyer is aware that the purchase of YoN tokens is undertaken without the benefit of legal and / or regulatory protection.

Any person purchasing YoN tokens understands, accepts and acknowledges to have carefully reviewed this whitepaper and to fully understand the risks, costs and benefits associated with the purchase of YoN tokens and the services offered by LDE SAS.



2. RISK

2.1 General information on the risks related to cryptoassets

2.1.1 Risks related to trading or holding cryptoassets

The buyer acknowledges and understands that cryptoasset markets are decentralized nonregulated markets. The YoN Tokens issued and the services offered by LDE SAS therefore relate to unregulated markets which are not governed by any specific European framework. In other words, and unlike «traditional» financial assets, the Central Bank cannot take corrective measures to protect the value of cryptoassets in a crisis, or issue more assets in the markets.

Cryptoasset markets are determined by supply and demand. These markets are dynamic markets and the corresponding prices are often extremely unpredictable and volatile. Cryptoasset prices are generally not transparent, are highly speculative and likely to be manipulated by the market. In the worst case, the asset may be reduced to zero value. Also, the buyer of the YoN token and the user of the services offered by LDE SAS acknowledge being aware that cryptoassets, due to their lack of regulation, are likely to be misused for illegal activities owing to the anonymity of transactions. The law enforcement and financial market regulation bodies are therefore likely to investigate alleged unlawful activities which could be detrimental to the buyer and / or the user.

As a result, cryptoassets should be considered an extremely high risk asset and the buyer will always have to buy with the understanding and awareness that the funds can be lost. The purchase of cryptoassets is not suitable for everyone. The buyer therefore understands that YoN tokens should not be bought without the necessary knowledge and expertise to understand the characteristics of the token, the crowdsale, the whitepaper and the exposure to risk.

The buyer of YoN tokens understands and accepts that LDE SAS. has no intention of acting as a substitute for the knowledge that the buyer must possess for its purchases on the cryptoassets market. The buyer of the YoN tokens and the user of the services offered by LDE SAS understands and accepts that LDE SAS and this whitepaper is not intended as a substitute for the knowledge that the buyer must possess for its purchases on the cryptoassets market.

Indeed, the buyer recognizes that the risk of loss in the purchase of cryptoassets can be considerable. The buyer must therefore carefully consider whether the purchase on this type of market is appropriate in view of their situation and financial resources. The buyer understands that a total loss of tokens is possible.

2.1.2 Risks related to third parties

The Blockchain is an independent public peer-to-peer network, free of any European legislation or regulations. The buyer understands that errors, failures and / or violations may occur in the Blockchain and may result in the loss of the purchased YoN tokens. Also, the buyer acknowledges being bound and subject to any change and / or modification in the Blockchain system and being subject to any applicable law that may apply to the Blockchain. While LDE SAS may provide information about the legislative and regulatory changes that could occur, LDE SAS is not required to provide information on the subject and gives no guarantee, express or implicit, statutory or other, regarding features, current legislation and / or security in the Blockchain.

2.1.3 Specific information on the risks related to the YoN tokens

YoN tokens may eventually be exchanged on third party platforms (Exchanges). These third parties are not banks and do not hold their fiduciary assets / virtual assets as deposits.

If such third party loses money, fails or goes bankrupt, there is no specific legal protection that covers the buyer for the losses resulting from the tokens that the buyer may have held with that third party, even if that party is registered with a national authority. The YoN tokens and services offered by LDE SAS cannot predict the risks associated with these third party holders (Exchanges).



Indeed, depending on the structure and security of the digital wallet, some may be vulnerable to piracy, and lead to the theft or loss of cryptoassets, and more specifically the YoN token. LDE SAS, despite the information it may provide, will not be liable for any losses caused by these third parties

2.2 Specific information on the risks related to the YoN tokens

The acquisition and storage of YoN tokens involves various risks. These include the possibility that LDE SAS, may not be able to launch its operations or projects, including development of its Blockchain or the services promised in this Whitepaper, notably because of a refusal after its gaming license application request.

As a result, and before acquiring YoN tokens, any user acknowledges to have fully examined the risks, costs and benefits of acquiring YoN tokens in the context of a crowdsale and, if necessary, to have obtained the opinion of a professional specialist on this subject.

Any interested person unable to accept or understand the risks associated with the activity (including the risks associated with the non-development of the LDE SAS platform) or any other risk as indicated in Article 2.1 above, should not buy.

2.3 Important Warning on the Whitepaper and the Business Model

This Whitepaper should not be considered as an invitation to invest. It does not constitute, nor relate in any way, to a securities placement. This whitepaper does not include or provide any information or indication that could be considered by the buyer as a recommendation or incentive to invest. YoN tokens are just utility tokens and therefore can only be used on the platforms developed by LDE SAS and are not intended as an investment.

The possibility of buying YoN tokens on trading platforms is only intended to allow the use of the services offered by LDE SAS and is not an incentive to invest.

In addition, LDE SAS should not be considered a legal, tax or financial advisor. All information provided in this whitepaper is provided solely for the purpose of general information and LDE SAS makes no warranty as to the accuracy and completeness of this information.

LDE SAS cannot be considered as a financial intermediary pursuant to Articles L. 519-1, L. 541-1, L. 545-1, L. 547-1 L. 548-1 of the Monetary and Financial Code. As a result, LDE SAS does not have to obtain authorizations for the purpose of combating money laundering or to register by virtue of Article L. 546-1 of the Monetary and Financial Code.

The acquisition of YoN tokens does not confer any rights in the activities of LDE SAS

The buyer of YoN tokens understands and accepts the fact that national regulatory authorities can carefully examine the companies and operations associated with cryptoassets worldwide. As a result, regulatory measures, investigations and actions may affect the activities of LDE SAS and even limit or prevent its operation.

The buyer understands the LDE SAS business model and that, in the future, the whitepaper and the economic terms may change due to new regulatory requirements. In such case, the buyer of YoN tokens recognizes and understands that LDE SAS cannot be held responsible for any loss or damage, direct or indirect, as a result of these changes. These change factors include, among others:

- A change in the political, social, economic and cryptoasset stock market conditions as well as a change in the regulatory environment in the countries in which LDE SAS carries out its operations and activities;
- The risk that LDE SAS may be unable to execute or implement its business strategy and future development;



- Changes in interest rates and / or exchange rates of fiduciary currencies and cryptoassets;
- Anticipated change in growth strategy and expected organic growth;
- A change in the availability and fees payable to LDE SAS as part of its business and its operations;
- A change in the availability and salaries of employees that are required by LDE SAS to operate its business and implement its operations;
- A change in the competitive conditions under which LDE SAS is operating.
- A change in the capital requirements of LDE SAS as well as the availability of financing;
- A war or acts of national and international terrorism;
- The occurrence of catastrophic events, natural disasters or any other event external to LDE SAS ;
- Other factors beyond the control of LDE SAS
- LDE SAS will do its utmost to launch its operations and develop its platform. The buyer of YoN tokens understands that LDE SAS provides no guarantee on the objectives it wishes to achieve. As a result, LDE SAS, its bodies and employees are not responsible for the losses and damages resulting from the inability to use the YoN tokens, except in the case of intentional or negligent wrongdoing on the part of LDE SAS
- Thus, the buyer understands and accepts that nothing in this whitepaper is or can be considered to be a promise or commitment regarding the performance or future policies of LDE SAS

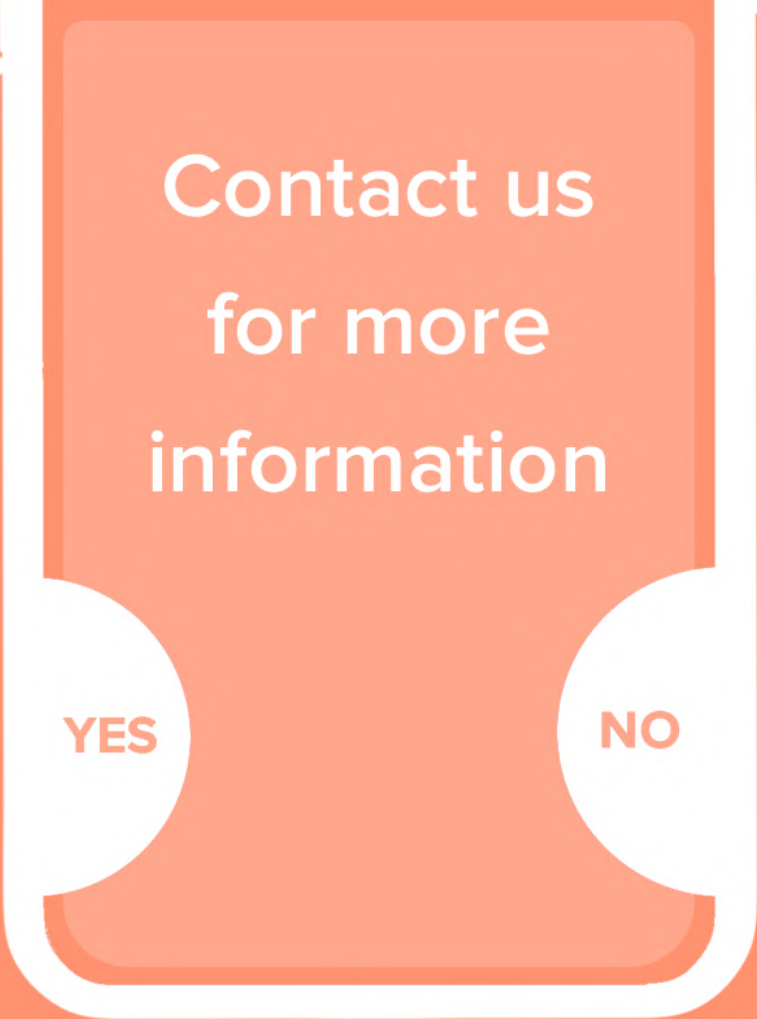
2. WARRANTIES

By participating in the crowdsale, the buyer understands and accepts the above and in particular, warrants:

- To have carefully read and to accept the entire contents of the whitepaper;
- To have the authorization and full powers to buy YoN tokens through a crowdsale according to the applicable laws in the territory of their domicile;
- To reside in a jurisdiction that allows LDE SAS to sell YoN tokens through a crowdsale without requiring authorization by the competent courts in their declared domicile;
- To not use the crowdsale for illegal activities, such as (but not limited to) money laundering and financing of terrorism;
- To have sufficient knowledge of the nature of YoN tokens and to have an understanding and significant experience with cryptoassets and Blockchain-based systems;
- To buy YoN tokens only to access the platform developed by LDE SAS
- To not buy YoN tokens for investment and / or speculative purposes.

IF IN DOUBT ABOUT THE PURCHASE OF YoN TOKENS, IT IS ABSOLUTELY ESSENTIAL TO CONSULT A LEGAL, FINANCIAL, TAX OR OTHER COMPETENT PROFESSIONAL ADVISOR.





Contact us
for more
information

YES

NO

contact@yesorno.bet

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