The Winkyverse

The Global Education Games Metaverse

Powered by

The Winkies

Learn, Create, Play and Connect.

WWW.GETWINKIES.COM

TABLE OF CONTENTS

01
ORIGINS

Born at Ecole Polytechnique (France's TOP Engineering School) in 2017, Mainbot was created with one goal in mind: Leveraging new technology to enhance kids' education and prepare them for the future.

> Our first product, an educational and **evolutive robot called Winky**, is already used daily by thousands of families across Europe to teach 5 to 12 year olds about robotics, programming and artificial intelligence.

> Most successful tech campaign in France on the crowdfunding platform Ulule in 2019, Winky is now available off the shelves from all major French Retailers (Fnac, Galeries Lafayette, BHV, Boulanger, Nature et Découvertes...).

> After our last funding round of **2,000,000€ collected** from over 600 business angels & investors, Mainbot is ready to take education to the next level with the launch of The Winkyverse: a Global Education Game platform powered by its own digital currency, The Winkies.

> The Winkyverse will allow players, developers and game editors **to learn, create, play and connect**. The Winkyverse is the first educational platform which manages to combine no less than six of the most promising technologies to create a truly unique educational ecosystem including: Robotics, Artificial Intelligence, Programming, Gaming, Augmented Reality and Blockchain.

All these technologies will take more and more space in our daily lives:
at Mainbot, we consider it's key to educate our kids about all of them.
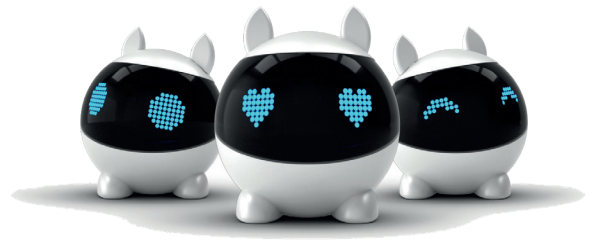
Robotics

Gaming

Artificial Intelligence

EDUCATION

Augmented Reality

Programming

Blockchain

Our Metaverse is built around three axes

Winky
The Robot

YouTube

The Winkyverse
The Metaverse

WINKYVERSE

The Winkies
Our digital currency

02
THE WINKIES OUR DIGITAL CURRENCY

It's an ERC-20 Token based on the Ethereum blockchain.
The Winkies are the only currency of value in The Winkyverse

The Winkies can be used to:

> Pay the one-time entry fee for life-time access to **The Winkyverse**
> Pay for **in-game** purchases & **avatars/customizations**
> Purchase **premium games**
> Purchase **WinkyPlay** Premium Subscription and get early access to the new games
> Purchase **Winky Robot** with a 50% discount (compared retail price in fiat currency)
> **Reward** game developers and artists designing accessories on WinkyMaker
> **Advertise** on WinkyPlay
> Participate in **The Winkyverse governance** process through a Distributed Autonomous Organization.

Backed by Top Investors & Advisors

Sébastien Borget: Co-Founder of The Sandbox, one of the biggest and most successful crypto game.

Nicolas Gilot: CEO of Ultra, one of the best worldwide entertainment platform based on the blockchain.

Mickael Canu: CEO of Blockchain Start-up TERNOA Blockchain & Smart Contract Expert.

Bruno Maisonnier: Founder and former CEO of Aldebaran Robotics (Sold to Softbank for 500,000,000€). Creator of the robots Nao & Pepper.

Mateo Romano: VP Global Commercial Marketing.

Philippe Thomazo: Former Managing director of Universal Games, Vivendi.

Jérôme Bédier: Former Secretary-General of Carrefour Group.

Ecole Polytechnique: #1 Engineering School in France.(Via the french incubator).

Michael Ingberg : Former CEO of Meccano, The World's Oldest Toy Brand. (Sold to Spinmaster for 150,000,000€)

Quentin Herbrecht: CEO of Markchain & ICO Expert. Advisor of +20 successful ICOs

04
A TEAM OF 25 GAME & EDUCATION EXPERTS

Boris KESLER
CEO

Pierre-Yves THOULON
CTO

Amanda FERREIRA
Communication Director

Olivier LETSCHER
Chief Business Officer

Aurore BELLE
Product Director

Arnaud MEYER
Game Director

Romain Lardanchet
Art Director

Carole ARRIBAT
Admistrative Lead

Karama GUIMBAL
Robotics Engineer

Minh LE
Robotics Engineer

Jeremy ROBLES
Robotics Engineer

Ines SANCHEZ
Game Designer

Thibault LE GORJU
Game Programmer

Julien ASTRUC
Game Programmer

Eli SÉNÉ
2D/3D Artist

Chiheb MEDDAH
Lead Game Programmer

Yoan BERTOLO
Customer Support

+8
Game developers and blockchain developers

05
FEATURED IN THE MEDIA

Featured in over 250 Major French Media

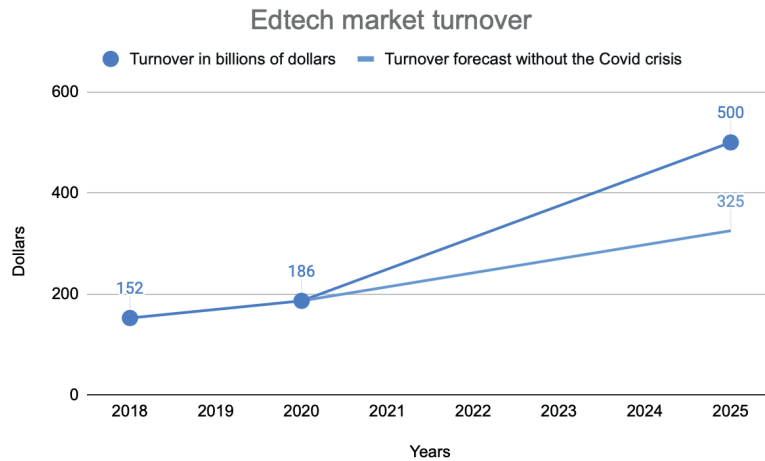### Most successful tech campaign in France

International PR Campaign Launch from January 2022
with a goal of getting 2,000+ Media releases

06
A MULTI-BILLION DOLLAR MARKET

Combining Robotics, Artificial Intelligence, programming, gaming, augmented reality and blockchain technology,
The Winkyverse is at the crossroads of several multi-billion dollar markets.

EDTECH: Fast growing market revenues, boosted by the Covid pandemic [1]

Edtech market turnover

- Turnover in billions of dollars
- Turnover forecast without the Covid crisis

The amounts invested in this industry in 2020 more than doubled compared to 2019 [2]

- 2010 — 500 million $
- 2017 — 4,4 billion $ +780%
- 2019 — 7 billion $ +59%
- 2020 — 16,1 billion $ +130%
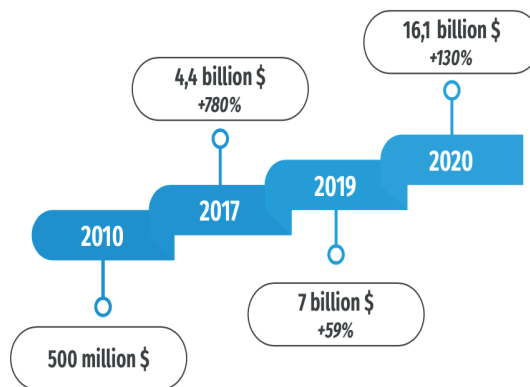
ROBOTS: a booming market [3]

+407%
Consumer robots worldwide shipments*

+250%
Robotics market worldwide turnover**

*10 million units in 2016 > 50.7 in 2022

**3.8 billion in 2016 > 13.2 in 2022
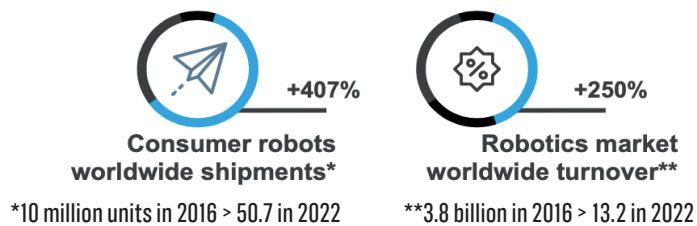
1 - According to the annual report of CPR AM, on his Invest-Education funds, 2021
2 - According to Holon IQ, 4 january 2021
3 - According to the report «Consumer robotics», by Tractica, 2017

06
A MULTI-BILLION DOLLAR MARKET

VIDEO GAMES: Continous increase of the number of gamers [4]

1,99 billion	2,26 billion	2,55 billion	2,81 billion	3,07 billion
2015	2017	2019	2021	2023

+13,6%   +12,8%   +10,2%   +9,3%

These 2,8 billion gamers will spend 159 billion dollar on online games in 2021 [5]

+88%

Evolution of video game market turnover between 2019 and 2021

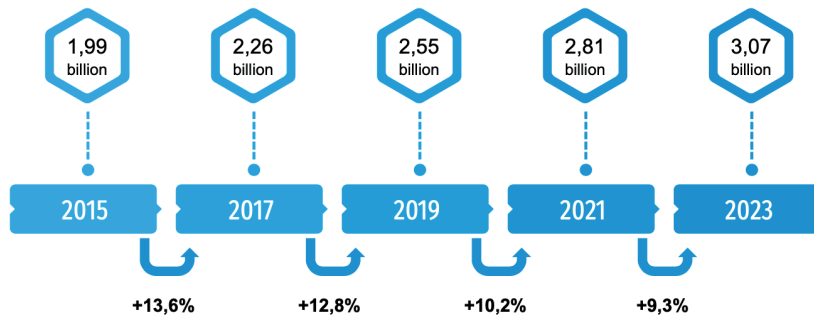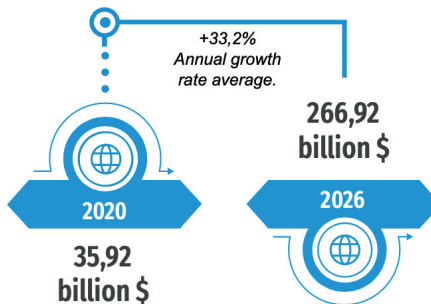The market size is following this massive expansion, boosted by the pandemic : 159 billion dollars in 2019 vs 300 billion in 2021 [6]

ARTIFICIAL INTELLIGENCE: Revenues are growing at a very fast rate [7]

+33,2% Annual growth rate average.

266,92 billion $

2020

2026

35,92 billion $

BLOCKCHAIN:

75%
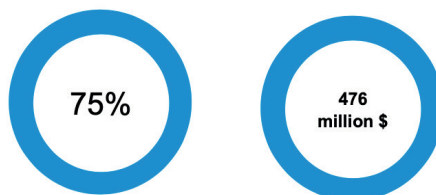
476 million $

Around 75% of online game players want to exchange their virtual assets for a currency that they could use to buy and sell on other platforms [8]

Blockchain gaming companies have already raised 476 million dollars in the first half of 2021 [9]

---

4 - According to Statista, 2020, «Number of gamers worldwide, 2015 to 2023»
5 - According to Newzoo's Analytics Platforms on their report on Gaming in 2021.
6 - According to Newzoo's, 2021 and Accenture, 2021
7 - On a report by Fortune Business insights, April 2021
8 - Report on gamers and cryptocurrencies by The Wax, in 2018
9 - «Gaming Deals Activity Report H1 2021», a report by Invest Game

07
DISCLAIMER

The Winkies are utility tokens, ie. tokens granting different rights to use products and services from Mainbot to their owners.
The Winkies do not constitute financial instruments in the sense of article L211-1 of the French Monetary and Financial Code and do not grant any other right than the ones described in this White Paper. As a consequence, this White Paper does not constitute a solicitation for investment nor a prospectus in the meaning of Regulation (EU) 2017/1129 of 14th June 2017, as supplemented by Regulations (EU) 2019/979 and 2019/980 of 14th March 2019, and is not intended to constitute an offer of securities or a solicitation for investments in securities in any jurisdiction.

The purpose of this document is to provide potential purchasers with the information on Mainbot's ecosystem to allow the purchasers to make their own decision as to whether or not they wish to proceed to purchase Mainbot's Tokens ("The Winkies") and use any of the Mainbot ecosystem of products. No express or implied representation, warranty or undertaking is given as to the accuracy or completeness of the information or opinions contained in this White Paper concerning such information.
The information in this White Paper is subject to change or update and should not be construed as a commitment, promise or guarantee by MAINBOT or any other individual or organisation mentioned in this white paper relating to the future availability of services related to the use of the tokens or to their future performance or value.

This document does not constitute an offer or solicitation to sell shares or securities. It does not constitute or form part of and should not be construed as any offer for sale or subscription of or any invitation to buy or subscribe for any securities nor should it or any part of it form the basis of or be relied upon in any connection with any contract or commitment whatsoever. Mainbot expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from reliance on any information contained in the White paper, any error, omission or inaccuracy in any such information or any action resulting therefrom.

This is not a recommendation to buy or financial advice. It is strictly informational. Do not trade or invest in any tokens, companies or entities based solely upon this information. Any investment involves substantial risks, including, but not limited to, pricing volatility, inadequate liquidity, and the potential complete loss of principal. Investors should conduct independent due diligence, with assistance from professional financial, legal and tax experts, on topics discussed in this document and develop a stand-alone judgment of the relevant markets prior to making any investment decision.

The information contained in this document may include, or incorporate by reference, forward-looking statements, which would include any statements that are not statements of historical fact. No representations or warranties are made as to the accuracy of such forward-looking statements. Any projections, forecasts and estimates contained in this document are necessarily speculative in nature and are based upon certain assumptions. These forward-looking statements may turn out to be wrong and can be affected by inaccurate assumptions or by known or unknown risks, uncertainties and other factors, most of which are beyond control.
It can be expected that some or all of such forward-looking assumptions will not materialize or will vary significantly from actual results.

08
THE ROBOT

An educational robot for kids

A Robot
4 touch areas, motion sensors, 3 microphones, speakers, LED's, head rotation, ears rotation, gyroscope (IMU), ranging device...

A brain booster
Our games all boost cognitive abilities, skills, knowledge, or/ and social interaction.

Customizable
Its ears, nose and body can be easily changed.

Affordable
At 199 €, it's affordable and can become mass market.

Appealing
Children love its design and immediately want to play with it!

Resistant
Can withstand many drops from 1.5 meters.

> It's been estimated that by 2048, there will be over 9.4 billion robots on our planet.
Today, **children interact daily with new technologies** such as robots and artificial Intelligence without even realizing it.

> Already **used on a daily basis by thousands of kids** and Families, Winky is an educational robot which teaches them robotics, programming and Artificial Intelligence in order to actively prepare them for the future.

08
WINKY ROBOT

A concentrate of technology

3 microphones

Loudspeaker

Tactile shell

Sound detector

Bluetooth connection

Telemeter

Rotating ears

4 control buttons

Gesture detector

Gear motor

Accelerometer

8x8 Led matrices
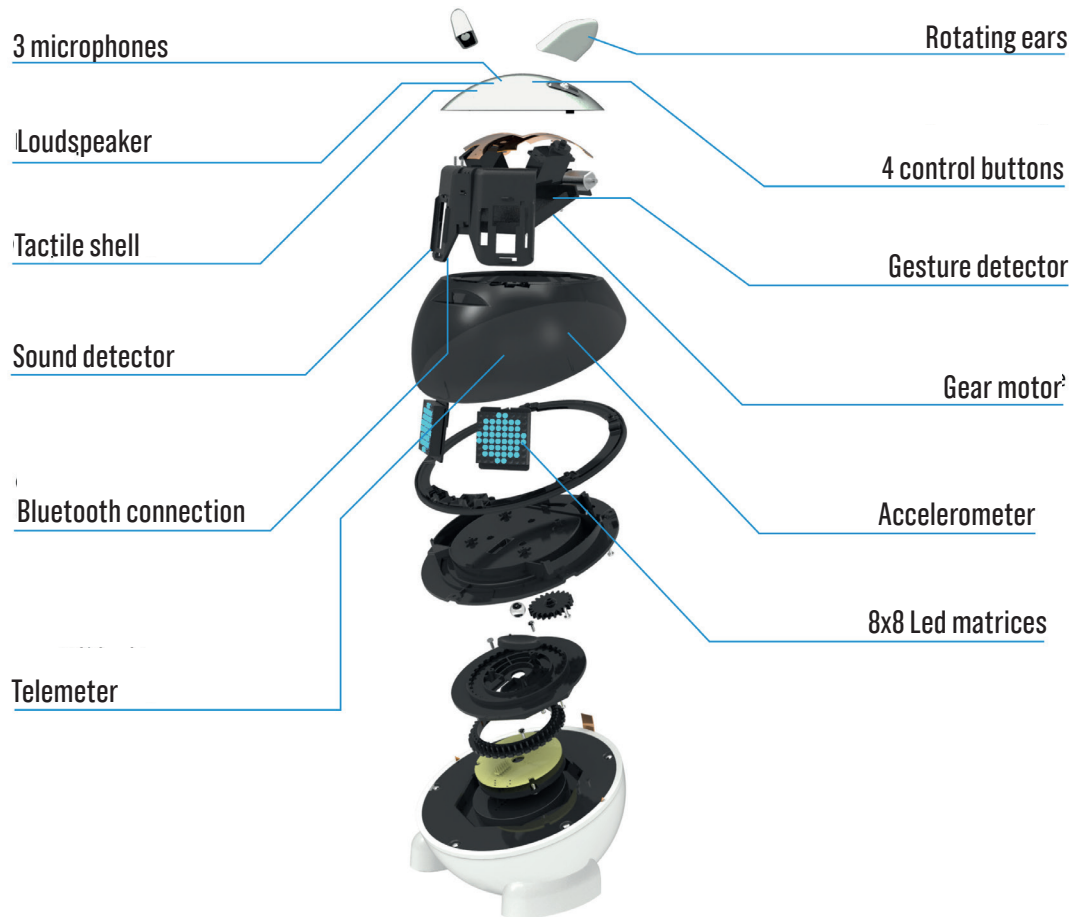
> Winky is the cornerstone of our **revolutionary education ecosystem**.
Thanks to its cute and playful design, Winky naturally makes children want to interact with it.

> It results from our blind studies that playing with Winky greatly **improves kids' motivation to learn** and enhances both concentration and memorization.

> Winky also **stimulates cognitive abilities**, skills, knowledge and social interactions, which makes it the perfect learning companion.

09
ARTIFICIAL INTELLIGENCE

An innovative educational use of Winky

Winky becomes **the first educational device combining robot**, artificial intelligence, nudge and voice recognition.
Winky's expressions convey emotional and nudge-type interactions **encouraging kids to learn**.
Interactions take place orally, by movement, and touching the tablet.
The educational **activities are fun and adapted to each child** in real time.

This innovative project offers a highly differentiating and competitive offer by combining:
> **Speech recognition AI:** detection of children's behavior and analysis of spoken language
> **Ethical Nudge:** Unconstrained Encouraging Learning Interactions
> **Triangular Interaction Mechanics:** 1 child with 2 agents, the robot and the tablet
> **Ethics by design:** in particular via the interactions (nudges) and the relationship to technology (transparency of algorithms and decryption of the functioning of the robot and the AI)

10
THE WINKYVERSE

WINKYVERSE

The Winkyverse is a metaverse where Families and professionals from all over the world go to Learn, Create, Play and Connect.

The Winkyverse is articulated around two distinct universes.

WINKYPLAY

WINKYMAKER

10
THE WINKYVERSE

The Winkyverse is a unique 3D open world where players can create and monetize their own educational games and creations using The Winkies, the platform's utility token.

> Thanks to our proprietary 3D game maker, players and developers will be able to create and upload their games in The Winkyverse. The use of **Winky will enhance the game experience and make each content unique.**

> We want to empower creators with intuitive and powerful **content creation tools**.

> Easy-to-use and including a wide range of features, the platform addresses **beginners as much as expert** developers. They have the tools to imagine and develop a very large variety of video games, including augmented reality, platform games, racing, education, creative thinking, etc...

> Our goal is to develop and foster **a unique user-generated content Ecosystem** with hundreds of thousands of educational games.

When it comes to monetization, several options will be available to creators:
- Create **Free or Premium** games
- Enable **In-game purchases** (avatar, items...)
- Sell games, avatars and items as **NFTs**
- WinkyPlay, WinkyMaker and The Winkyverse will **each attract different communities** of players, creators and editors which will foster the growth of The Winkyverse ecosystem.

11
WINKYPLAY

In WinkyPlay, families and professionals have the possibility to create their own games for Winky and The Winkyverse.

> Professionals have already developed educational games with hundreds of topics covered. From English to Mathematics through artificial intelligence and robotics, WinkyGames will allow players to learn any kind of topics **in a fun and engaging way**.

> **Our Metaverse will offer 6 different categories of apps:**

- **Audiobooks:** Winky Robot will tell educational stories and interact with kids (with his eyes, sounds, movements and body language). Thanks to Winky robot, kids will be able to orient the story's progress.
- **New technologies:** Programming, Robotics, Artificial intelligence… Winky robot is at the heart of technology exploration.
- **Fun Games:** Explore new worlds, play in augmented reality and much more. Remote control, sensors, emotions… Winky robot features enhance each game to make it unique.
- **School:** Mathematics, English, Geography, History… Winky robot makes the learning process easier and funnier.
- **Heroes:** Winky interacts with kids' favorite heroes.
- **Board games:** Monopoly, pictionnary, cards games… Whether a referee, a playmate, a buzzer or even a remote control, Winky robot enhances the experience of every game.

> WinkyPlay has been built using the Unity 3D Game Engine and **we have already developed the Winky SDK** (Software Development Kit) for editors to have their games easily interact with Winky Robot.
The SDK is already available from Mainbot for early partners, and a V2 will be released on the Unity Asset Store in October 2021.

12
WINKYMAKER

In WinkyMaker, creators, artists and players can use our 3D drag-and-drop editor to create their own custom versions of Winky Robot. They can also imagine new accessories for Winky.

> We will develop a **3D editor platform for beginners** and experts to easily create their own custom-made Winky accessories..

> It will be possible for artists and **game developers to come up with their own design** for Winky Robot. They will then be able to use it in both WinkyPlay and The Winkyverse (see below).

> Winky accessories created in WinkyMaker can enlarge Winky's capacities and can be used in order to enhance the gaming experience. This use of crowdsourcing is going to keep the community alive and propose **an infinity of new features.**

> These **unique ideas of hardware modules** will be submitted to the vote of the community. The most appreciated creations can then be developed, printed, and sold, in order to constantly renew the hardware experience.

> Furthermore, WinkyMaker will fully leverage the power of blockchain technology and allow artists and creators to **turn their creations into NFTs** (Non-Fungible Tokens) in one click. .

> They will then be able to **generate revenue by selling them on NFT marketplaces** and keep receiving royalties every time they are resold in the future.
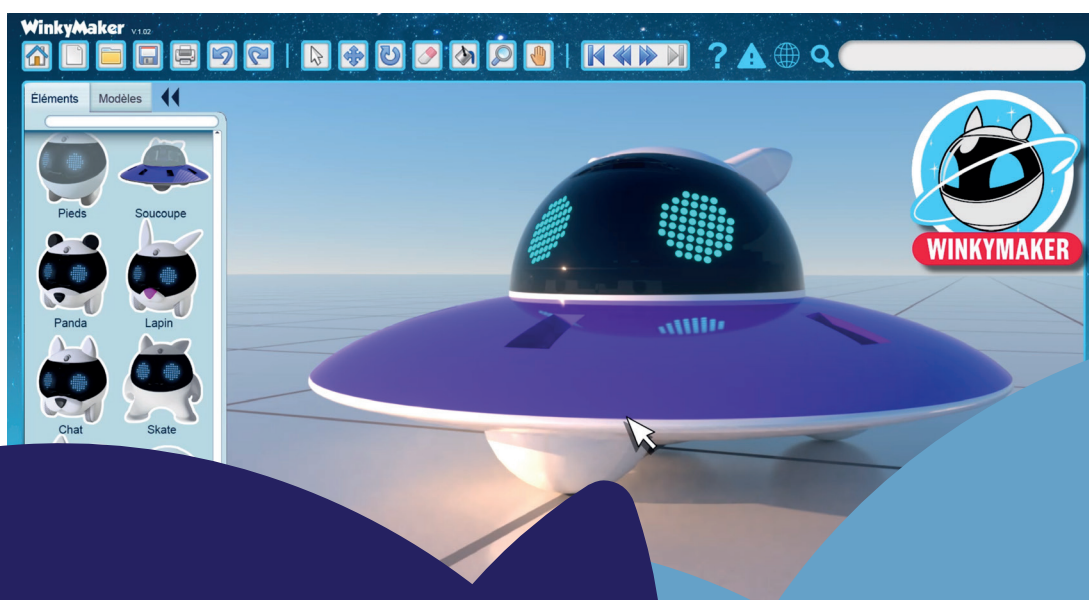
13
WINKY ON TV
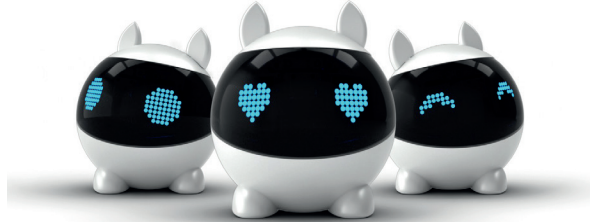
Winky will be the hero of WinkyVerse cartoon, a 42 episodes of 21 minutes series

> The best NFT creation from the WinkyMaker will be present in the **Winkyverse cartoon.**

> WinkyVerse comes to life: worlds, themes and characters part of WinkyVerse will all be integrated in **this cartoon.**

> We are planning to launch the cartoon in France

> We will later launch the series on several international TVs such as Nickelodeon, Disney Channel, the Cartoon Network, and many others world wide.

> **Streaming platforms** are also one of our biggest target: Netflix, Hulu, Disney +, Prime Video, TFou Max, Gulli

> **Many licensed products** are planned to come out of the cartoon: toys, plush, board games... generating substantial revenue and brand awareness.

14
THE WINKIES

The Winkies are the digital currency of The Winkyverse Ecosystem. It's an ERC-20 Token based on the Ethereum blockchain. In The Winkyverse, The Winkies are the only currency of value.

The Winkies can be used to:

> Pay the one-time entry fee for life-time access to **The Winkyverse**
> Pay for **in-game** purchases & **avatars/customizations**
> Purchase **premium games**
> Purchase **WinkyPlay** Premium Subscription and get early access to the new games
> Purchase **Winky Robot** with a 50% discount (compared retail price in fiat currency)
> **Reward** game developers and artists designing accessories on WinkyMaker
> **Advertise** on WinkyPlay
> Participate in **The Winkyverse governance** process through a Distributed Autonomous Organization.

> Premium Subscription advantages include getting early access to new games, accessing every Winky Play and Winky Maker features for free (incl. creating and selling an unlimited number of creations).

> The Winkies can be bought at a **discount during our initial token offering (ITO)**

> Our goal is to **make The Winkies as liquid as possible** in order for them to be easily **tradable for other crypto** and fiat currencies.

> We are therefore building **a dedicated team who will focus full time on promoting** The Winkies and making sure they get listed on as many DEXs and CEXs as possible.

15
TOKENOMICS

FUNDS ALLOCATION

Reserve
5.0%

Security and Legal
5.0%

Hardware R&D
10.0%

Winkyverse development
15.0%

Marketing & Branding
20.0%

3rd party games editors
25.0%

Users acquisition
20.0%

DISTRIBUTION

Winky Foundation
2.0%

Liquidity
5.0%

Reserves
9.0%

Airdrops & Bounty *
4.0%

Games Editors & Partnerships ***
10.0%

Advisors
4.0%

Crowdsales
32.0%

** PR & Marketing
14.0%

Private sales
10.0%

Team
10.0%
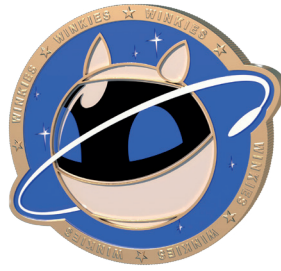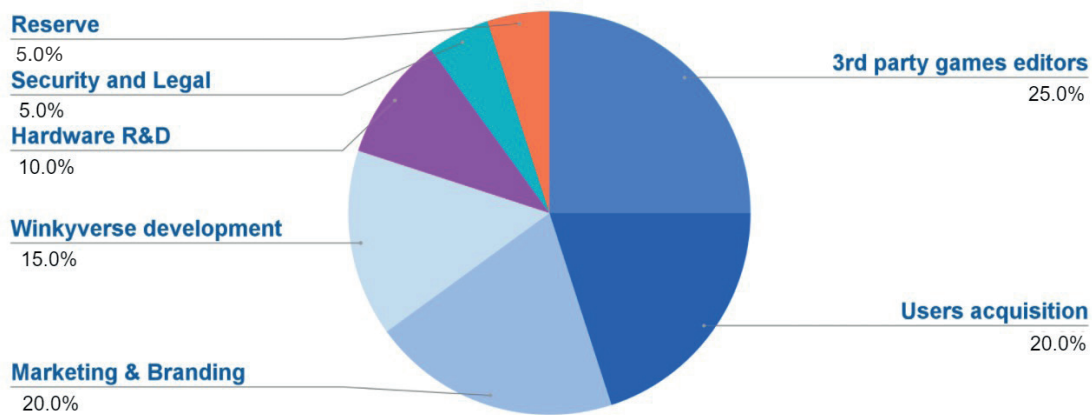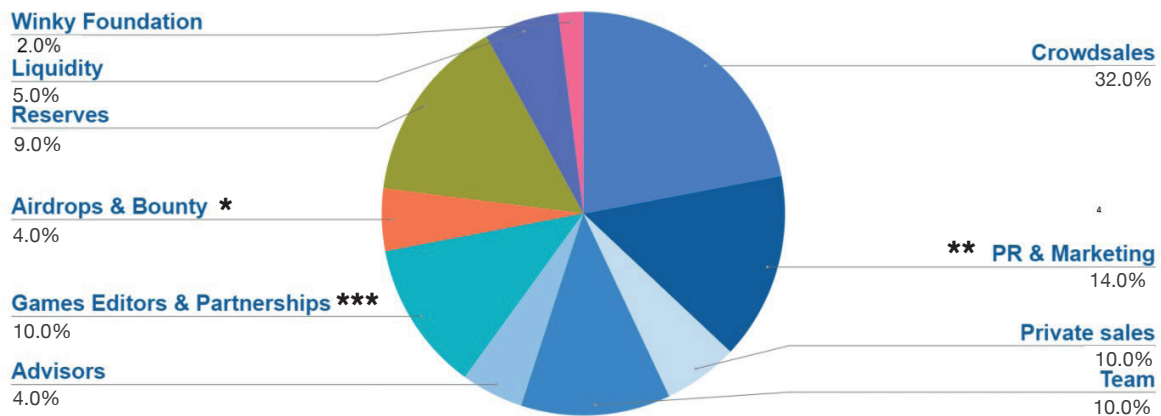
Airdrops & Bounty* : Over the next 5 years, we plan to airdrop a few NFTs and The Winkies tokens every month to incentivize people to spread the word about The Winkyverse and The Winkies. We consider it to be one of the most efficient way to grow our community.

PR & Marketing** : Starting on Listing Day, provided that we reach our hardcap, we are planning to invest 500,000€/month in PR, Marketing and Advertising in order to maximize The Winkies tokens value. Besides we will also offer The Winkies tokens (vested) to influencers and KOL from all over the world to get widespread media coverage.

Games Editors & Partnerships*** : The Winkies Tokens (vested) will also be used to reward games developers who create content for The Winkyverse. As we get more content and games available, the number of users of The Winkyverse will grow along with the demand for The Winkies tokens

15
TOKENOMICS

CROWDSALES

Max Supply: 7,500,000,000

Quantity of The Winkies for sale: 2,400,000,000

Softcap: 1,600,000€ (already reached during Private Sales)

Hardcap: 20,000,000€

Currencies accepted: €,$, BTC, ETH, USDT, USDC, BNB, BUSD

VESTING & CLIFF

	Cliff	Vesting
Team	12 Months	48 Months
Advisors	3 Months	12 Months
Marketing & PR	3 Months	12 Months
Partnerships	3 Months	12 Months
Reserves	6 Months	48 Months
Winky's Education Foundation	6 Months	48 Months

16
TOKENS CROWDSALES LAUNCH

ROUND 1	ROUND 2	ROUND 3
25/10 - 7/11	8/11 - 21/11	22/11 - 5/12
PRICE 0, 006 €	**PRICE** 0, 008 €	**PRICE** 0,01 €
QTY OF THE WINKIES SOLD 600,000,000	**QTY OF THE WINKIES SOLD** 800,000,000	**QTY OF THE WINKIES SOLD** 1.000,000,000
CLIFF 2 Months	**CLIFF** 1 Months	**CLIFF** No
VESTING 9 months (11,11%/month)	**VESTING** 6 months (16,66%/month)	**VESTING** No

17
TOKEN FLOW

ADVERTISING

ADVERTISING

WINKYVERSE

One-time entry fee
OR
Premium subscription

Staking

DAO (voting rights)

50% discount compared to
retail / fiat purchase

YIELD

User

Digital custom
AND
3D accessories purchase,

Premium game, in-game,
AND
avatar/customization purchases.

WINKYMAKER

WINKYPLAY

PAYMENT

PAYMENT

ACCESSORIES CREATORS
(users and artists)

SWAP FIAT CURRENCIES
FOR THE WINKIES

GAME DEVELOPPERS
(users and editors)

$

$

$

$

17
TOKEN FLOW

The amount of The Winkies owned by a user increases his power and the revenues generated around 3 levels :

THE WINKIES OWNERS ADVANTAGES

Financial

- Yield farming
- Discounts on Winky robot and accessories
- Discounts on The Winkyverse fees, in-game and premium games purchases
- Exclusive in-game rewards programs
- Attractive advertising price and exclusive in-app marketing tools

Decisional

- Participate in the governance process
- Increased weight on Winky Maker accessories votes

Events

- Invitations to previews
- Invitations to private sales
- Invitations to PR events : launches in retails shops, factory visits, hackathons...
- Guest in major game conventions
- Games and accessories testings

18
THE COMMUNITY

One of our main objectives is to place the community at the core of The Winkyverse. Players will earn The Winkies by buying them, but they will also earn by others ways :
- Selling games and accessories,
- Getting successes in the games,
- Being part of the platform improvement : reporting bugs, advising new features
- Actively participating to the community : sharing contents on social networks, creating YouTube videos, writing reviews and tips articles,
- Inviting friends to the platform,
- Watching ads

Those alternative acquisition channels will also allow us to drive :
- more engagement,
- more reach,
- virality with contents on social media.

> **With the goal to create a real community of Winkynautes, across all The Winkyverse.**

SHARE
- One click sharing
- Liking and commenting features
- Social networks

SEE
- Social media and influencers
- PR & Marketing
- Events
- The Winkies airdrop & bounty

THE VIRAL LOOP

INSTALL
- Multi-platform compatibility
- IOS and androïd compatible
- PC & Mac compatible
- Widgets
- Winky robot not compulsory at first

DESIRE TO SHARE
1 Content is worth sharing
- Amazing features and unique creations
- Spreading games and accessories
- Personal creations
- Showing successes and unique assets
2 Sharing benefits
- Sharing reward system
- Personal endorsement incentives

19
A COLLECTION OF 12,111 NFTS
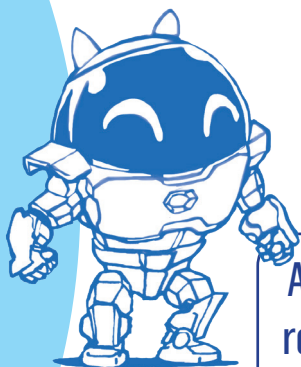
A collection of 12,111 unique NFTs (unique digital collectibles) representing Winky will be progressively released and sold in order to grow our community

> The full details of Winky NFT project will be revealed in **October 11th**.

> Each NFT will be programmatically and randomly **generated by artificial intelligence** from 10 traits and a total of 236+ attributes for millions of possible combinations. This will contribute to ensure that each of the 12,111 is truly unique and different from others.

> Each NFT will come with a set of attributes that determines its **level of rarity**.

> The NFT owners will automatically become **exclusive members** of The Winkyverse and different levels of perks will come along with the membership.

> Some of the perks will go to all 12,111 owners whereas some others will be granted to owners of NFTs with specific attributes.

> The list of perks and rewards for **NFT holders will grow and evolve** with our community.

> The price of each NFT will be set at **0.07 ETH per piece** + gas fee.

> Once minted, they will be freely **tradable on Opensea**, the world's largest marketplace for NFTs.

Here is a sneakpeek of some of the perks and rewards coming with holding one of the 12,111 The Winkies' NFTs:
- Airdrop of The Winkies Tokens
- ETH raffles and NFTs giveaways
- VIP access to exclusive groups
- Print and receive your unique custom version of Winky Robot (only apply to some NFTs)
- Use your Winky's NFT as playable avatars in Metaverse.
- Non-exclusive commercial rights on the NFTs you own
- Merchandising giveaways
- Winky and his friends will be featured in the mini-series we are currently working on for TV.
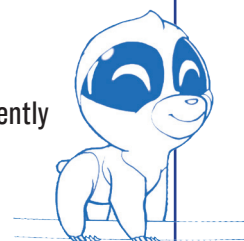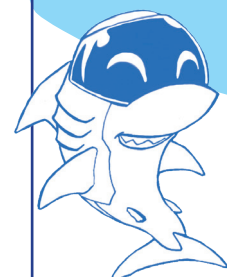
20
MULTICHAIN PRESENCE

By default, The Winkies are ERC-20 compliant, meaning they live on the **Ethereum blockchain**. Never the less, **The Binance Smart Chain** provides a high-speed, low-cost alternative for the decentralized DeFi market which has suffered from Ethereum's high transaction fees.

Binance Smart Chain has a BEP20 token standard that functions similarly to Ethereum ERC-20 standard. BEP20 is a developer-friendly token standard that allows anyone to deploy fungible digital currencies or tokens on Binance Smart Chain.

We want to give our users **the ability to switch between chains** whenever they want by creating a bridge between the two.
A bridge allows users to migrate their tokens from one chain to another.

The bridge will work as follows:
> A user sends his tokens to the bridge on the Ethereum blockchain.
> These tokens are safely locked inside the bridge smart contract.
> The secure deposit is communicated to the bridge running on the Binance smart chain.
> The user is now allowed to withdraw an equivalent amount of tokens on the Binance smart chain into their wallet
> The reverse direction works in an identical manner. Any The Winkies holder will be able to instantly transfer their tokens between ethereum and Binance smart chain

Being **available on both the Ethereum blockchain and the Binance smart chain**, it will be possible to trade The Winkies on both Uniswap (Ethereum) and Pancakeswap (BSC) decentralized exchanges.

21
A POSITIVE LOOP

WinkyRobot, The Winkyverse and The Winkies (Tokens & NFTs) are all part of a positive loop that will drive the widespread adoption of each.
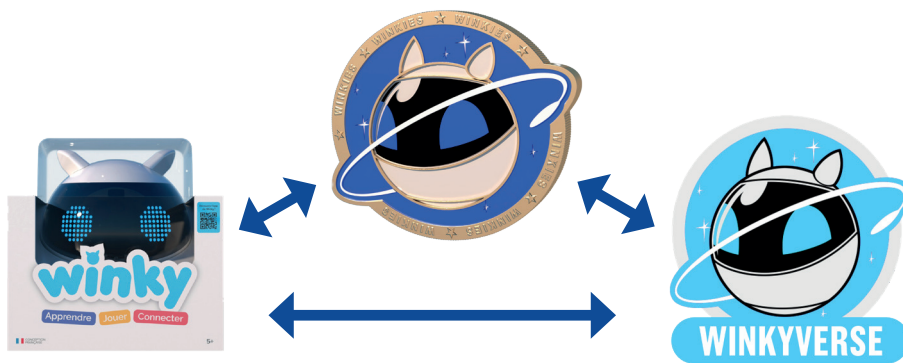
> **Winky Robot will attract users to the ecosystem** by being available off the shelf from major retailers worldwide.
> All the buyers of Winky Robot will automatically get interested in The Winkyverse and will therefore **need to purchase The Winkies**, the platform's digital currency, to be able to access it.
> **Game developers, artists and creators** will probably first get attracted by the opportunity to be rewarded for their creations on The Winkyverse and may later become interested in buying one or several Winky Robots and accessories.
> Last but not least, all **crypto-enthusiasts** will most probably discover Winky Robot and The Winkyverse through our International PR & Marketing campaign to promote The Winkies worldwide.

22
A PROVEN BUSINESS MODEL

Many of the most successful game platforms have created their own digital currency which has often become one of the most important part of their business model.

The best example is most probably Roblox and its digital currency Robux:
Roblox is an online game platform where people play games created by other developers.

> Roblox has recently been listed on the New York Stock Exchange and is now worth (at the time of writing) **$53,000,000,000**.

> Most of Roblox's Revenue - **$924,000,000 in 2020** - comes from the sales of Robux, their virtual currency that is used for in-app purchase, premium subscriptions and to pay game developers.

> Last year, Roblox has paid over **$250,000,000** in Robux to **345,000 games developers** who are monetizing their games. In total there are over 7,000,000 game developers on the platform.

> Over **150,000,000 people play Roblox** every month and **33,400,000** play daily.

> With over **1,000,000,000 visitors per month**, Roblox.com is the 32nd most visited website in the world.

THE WINKYVERSE VS. ROBLOX
BUILDING A BETTER ONLINE GAME PLATFORM

ROBLOX

WINKYVERSE

> Children can only play online which has the negative effect to increase time spent on screens.

> Children can play most of the games in real-life with Winky Robot. Not only is it much more fun for children to play with a companion but they also don't need a screen to learn and play.

> Many of the games don't have any educational value.

> Games have educational value and allow children to learn something useful.

> ~25% of the profit is paid to game developers

> 100% of the profits will go to game developers in the next 12 months. Afterwards, developers will always receive at least 50% of the profits.

22
A PROVEN BUSINESS MODEL

THE ROBUX VS. THE WINKIES
THE WINKIES: CREATING A BETTER DIGITAL CURRENCY

> ROBUX owners needs to earn at least 100,000 Robux to be able to exchange them for real-world currency ($,€,JPY...)

> There is no minimum amount to exchange your The Winkies for real-world currency ($,€,JPY... or cryptos)

> You can only exchange Robux within the Roblox platform

> You can exchange The Winkies with anyone on any decentralized or centralized exchange.

> Roblox is free to accept or deny your request to exchange Robux for real-world currency even if you meet all the conditions.

> You are totally free to exchange your The Winkies whenever you want.

> Once your request has been approved to exchange your Robux, it takes up to 4 weeks for you to receive the funds.

> You receive the funds immediately upon exchanging your The Winkies.

> You can only ask Roblox to exchange your Robux once a month.

> You can freely exchange your The Winkies at any time and for any amount.

> Roblox sells Robux to users for ~0.01cts and buy them back from developers at ~0.003cts (1/3 of the price)

> The Winkies value is fairly determined by the market price.

23
SOURCES OF REVENUE

 Sales of Winky Robot and accessories
> We have already sold over 5,000 Winky Robots to date and we should realistically reach 25,000 by the end of 2021 and over 100,000 by the end of 2022. Winky Robot's MSRP is 199€ and people who buy it using The Winkies will get a 50% discount.

> A commission will be applied to the sales of accessories created in WinkyMaker

> In the middle / long term, Mainbot will benefit from the licensed products royalties.

Platform access fees
> Players will pay a one-time entry fee to access The Winkyverse.

> WinkyPlay Premium Subscription fees

> A monthly premium subscription will be available for players who want to get early access to a catalog of premium games.

Premium games and In-game purchases
> Players will also be able to buy premium games separately and to make in-game pur-chases. In that case, the proceeds will be split between the game developers, Mainbot and Apple Store/Google Play platforms.

> Mainbot will never get more than 20% of the total revenue generated from premium games and in-games purchases to make sure most of the revenue ends up in the hands of game developers.

Ad-based revenue
> Game developers will have the option to run paid ads on our platform in order to promote their games and generate more revenue from them.

> We will also offer paid advertising opportunities to companies who are in the educa-tion industry.

24
ROADMAP AND MILESTONES

November 2016
Incorporation of Mainbot in France.

July 2017
Mainbot joins Ecole Polytechnique's Incubator (France's TOP Engineering School)

February 2018
Final Prototype of Winky Robot co-developed with 1,000 French families

May 2018
Successful fundraising round with prestigious business angels

May 2019
Winky Robot becomes the most successful tech project ever on the French crowdfunding platform Ulule. The project gets over 150 media releases.

October 2019
Winky Robot becomes available at Fnac-Darty (Europe's largest electronic retailer)

December 2019
Christmas 2019 best-seller in the educational toys category.

March-October 2020
Winky Robot becomes available at 10 new retailers including Galeries Lafayette, BHV, Nature et Découvertes and Boulanger.

May 2021
Mainbot closes a funding round of 2,000,000€ to develop The Winkyverse ecosystem.

October 11 2021
Launch of our collection of 12,111 unique NFTs 4th October

October 18-November 30 2021
The Winkies (Digital Currency) Public Sales

January 2022
Decentralized Exchanges Listing + International PR & Advertising campaign Launch.

Q1 2022
Centralized Exchanges Listing

Q2 2022
The Winkyverse Closed Alpha
WinkyPlay Closed Alpha
WinkyMaker Private Beta - Private release of the Winky robot accessories design software

Q3 2022
The Winkyverse Private Beta - Open world private launch
WinkyPlay Private Beta - +100 games available
WinkyMaker Public Beta - Private release of the Winky robot accessories design software

Q4 2022
The Winkyverse Public Beta - Open world public beta launch
WinkyMaker Public Launch - Public release of the Winky robot accessories design software & 3D printing of accessories launch
Cartoon production start.

Q1 2023
WinkyPlay Public Beta +500 games available

Q2 2023
WinkyPlay Public Launch +2000 games available & Mainstream Game creation platform available

Q3 2023
The Winkyverse Public Launch - Open world public launch & Games monetization launch

Q2 2024
Cartoon official release in France

Q3 2024
Cartoon sale to International TVs such as Cartoon network, Gulli etc.

Q4 2024
Cartoon sale to streaming platforms.

25
WINKY'S CHILDREN EDUCATION FOUNDATION

**Winky's Children Education Foundation will have two main objectives:
HELP Children from all over the world access
the best education tools and Enhance Children's well-being.**

On a daily basis
> A commission of 1% of each transaction paid with The Winkies will be used to fund the Winky's Children Education Foundation.
> We are planning to ask our community several times per year to help us decide on how they want the Winky's foundation to use the funds.
Talks with NGOs to finds the best way to contribute to their actions.
> Winky will be used not only to learn new topics and acquire new skills but also to act as a real companion able to display emotions and to interact with children in difficult situations all around the world.
> The foundation will offer the access fees to The Winkyverse to as many kids in need as possible every month.

Key actions
> Subsidize the offering of Winky Robots to kids from all over the world.
> Working with NGOs to : Fund School supplies and computers
> Build schools in third world countries, Fund Educational trips for kids with disabilities.
> Finally, we are going to work on a mentorship program for kids all over the world.

Among other ideas, we are considering:
- Help families pay for their kids tuition fees
- Fund School supplies and computers
- Build schools in third world countries
- Fund Educational trips for kids with disabilities
- Create a mentorship program for kids

WINKYPLAY

WINKYVERSE

WINKYMAKER

THE WINKIES
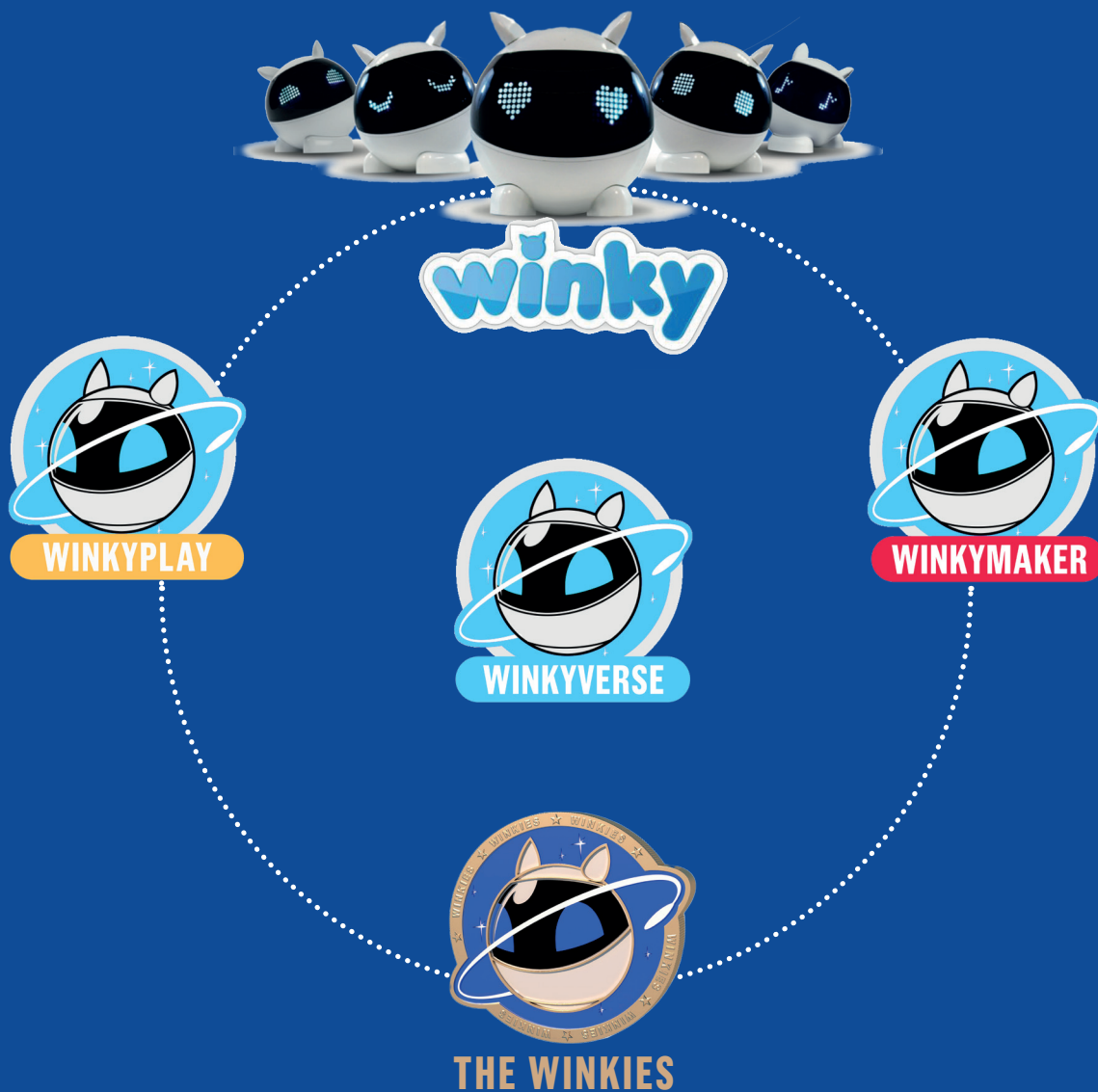
INTERESTED IN JOINING THE PRIVATE SALES ?

We only accept strategic investors. Please share your credentials at
privatesales@mainbot.me

INTERESTED IN DEVELOPING AN APP/GAME FOR WINKYPLAY?

Please introduce yourself or your company by writing to:
partnerships@mainbot.me

WWW.GETWINKIES.COM