

TON BLOCKCHAIN · TELEGRAM · PROVABLY FAIR



Community Engagement Re-Imagined

## 01 THE CHALLENGE

# Groups & channels have a monetization problem.

Community admins want to reward members fairly and generate revenue but the options available today are opaque, complicated, or require manual work that erodes trust.

### ✗ Manually run giveaways

Random draws done by admins are opaque and members always suspect bias.

### ✗ No monetization path

Most groups rely on donations or ads. Neither is sustainable or engaging.

### ✗ Complicated crypto tools

Existing on-chain tools require wallet setup, external apps, and technical know-how.

### ✗ No automation

Prizes need to be distributed manually. Human error and delays erode trust.

## 02 THE SOLUTION

# Halo Pool brings fair, automatic giveaways to Telegram.

A provably fair promotional platform that lives inside Telegram where group admins create games in minutes and members enter with one tap. No external apps. No manual distribution.



### Instant Setup

No coding. No external apps.

Create a game via Telegram DM in under 2 minutes.



### Fully On-Chain

Every transaction on TON blockchain.

Results are verifiable by anyone, anytime.



### Automatic Payouts

Winner receives funds directly back to Wallet.

Group/admin fee auto-transferred. No manual steps.

## 03 FOR GROUP ADMINS

# Create a game in minutes. No code. No external tools.

- 1** Type /start in your Telegram group. Bot replies with a link to open the setup mini app.
- 2** Configure your game Set ticket price (e.g. 0.1 TON), max entries, deadline, and your group fee /.
- 3** Deploy on-chain Connect your TON wallet and tap 'Deploy Game' – one click, fully on-chain.
- 4** Bot posts automatically A live game card appears in your group instantly. Players start buying.
- 5** Funds auto-distribute Winner receives their share. Your group fee transfers automatically when the game closes.

HaloPool 0QCv...0ae8

### Create New Game

Ticket Price (TON)

0.1

Max Entries

10

Deadline

Quick Custom

15 min 30 min 1 hour 2 hours 6 hours 1 day

Sunday, March 22, 2026 At 05:34 PM  
in 1 hour

Group Fee (%)

5

HaloPool 0QCv...0ae8

in 1 hour

Group Fee (%)

5

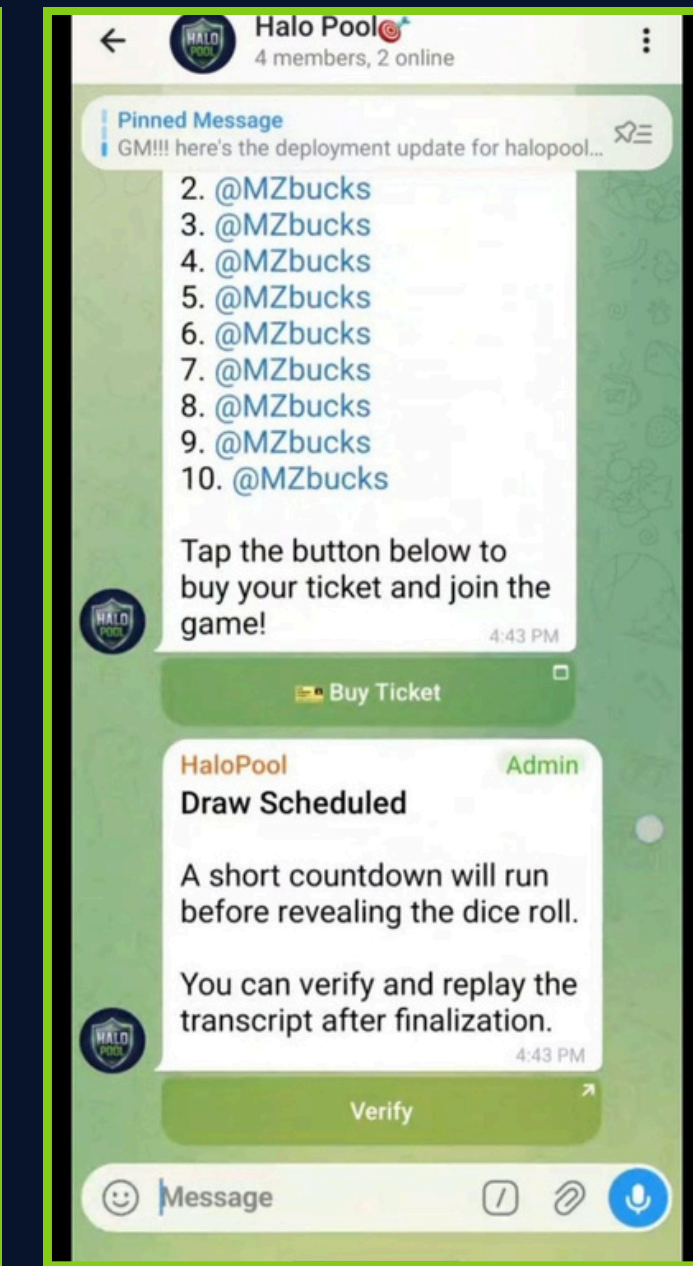
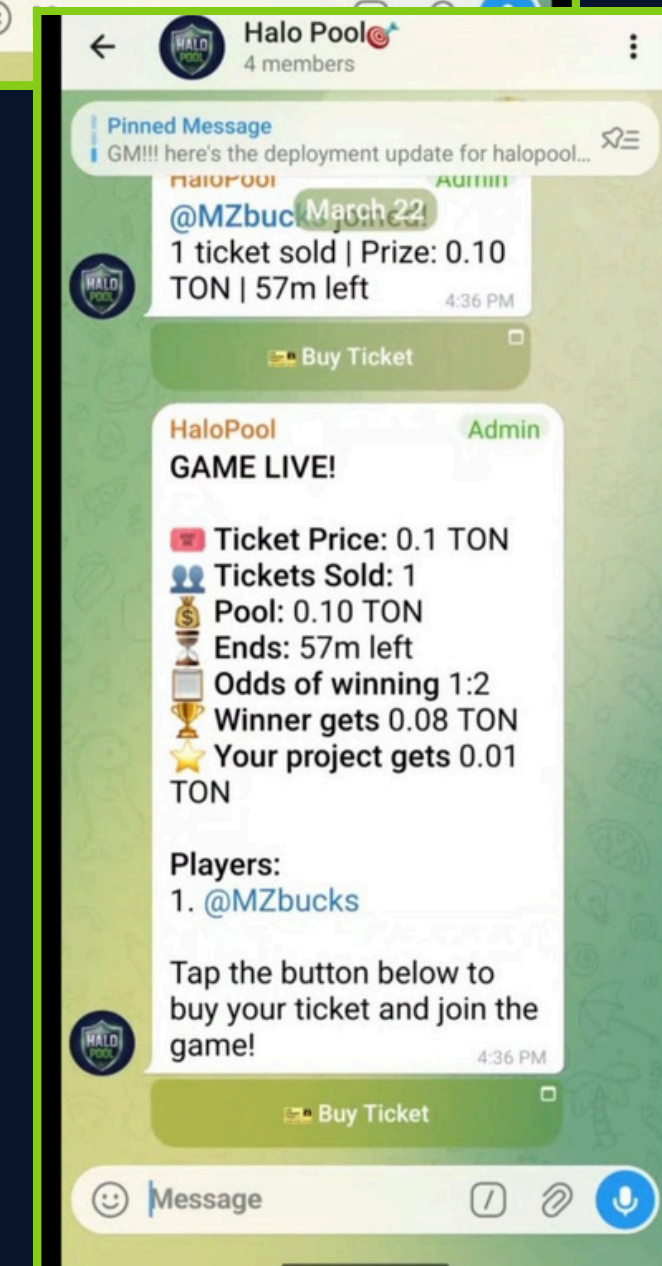
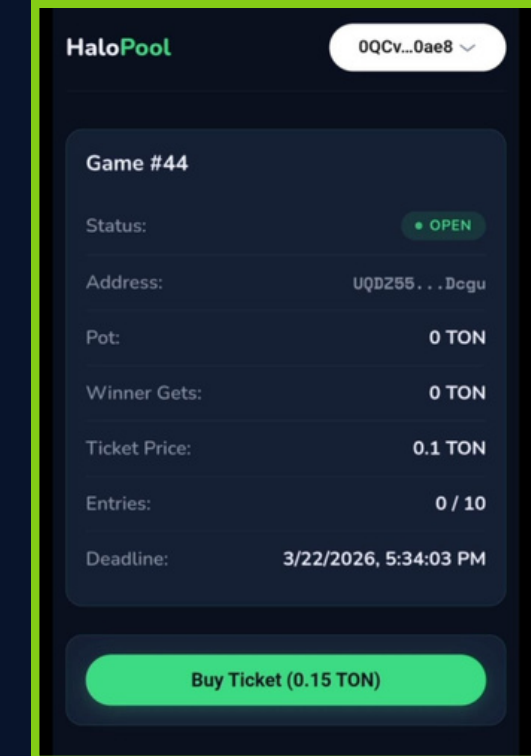
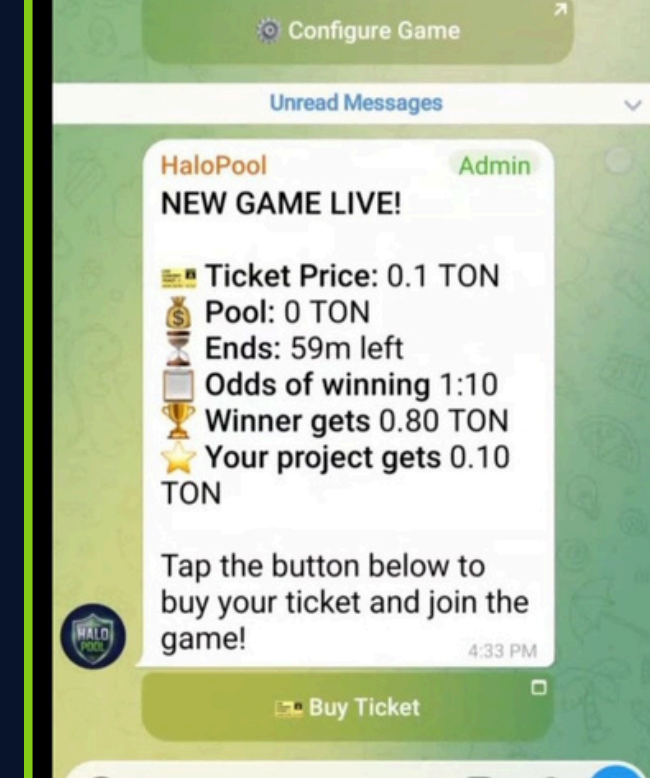
Deploy Game

Games All Open Closed

## 04 FOR COMMUNITY MEMBERS

# Enter a game in seconds. No account. No setup.

- 1 Tap 'Buy Ticket' in the Telegram group game card.
- 2 Connect wallet via TON Connect – your existing Telegram wallet works.
- 3 Purchase ticket with one tap. TON transaction is instant.
- 4 Watch it update live pool amount, ticket count, and odds update in real time.
- 5 Winner selected on-chain via verifiable RNG. Check the result anytime.



## 05 REVENUE MODEL

# A sustainable income stream for your community.

Example: 10 tickets × 0.1 TON → 1 TON in the pool

 Total Pool  
**1.0 TON**

 Configurable Group Fee  
**10% set by admin (Group gets 0.1 Ton)**

 Winner  
**0.8 TON**

 Platform Fee  
**0.1 TON (10% on mainnet)**

## Key Points

**0 – 50%**

Group fee  
configurable

**10%**

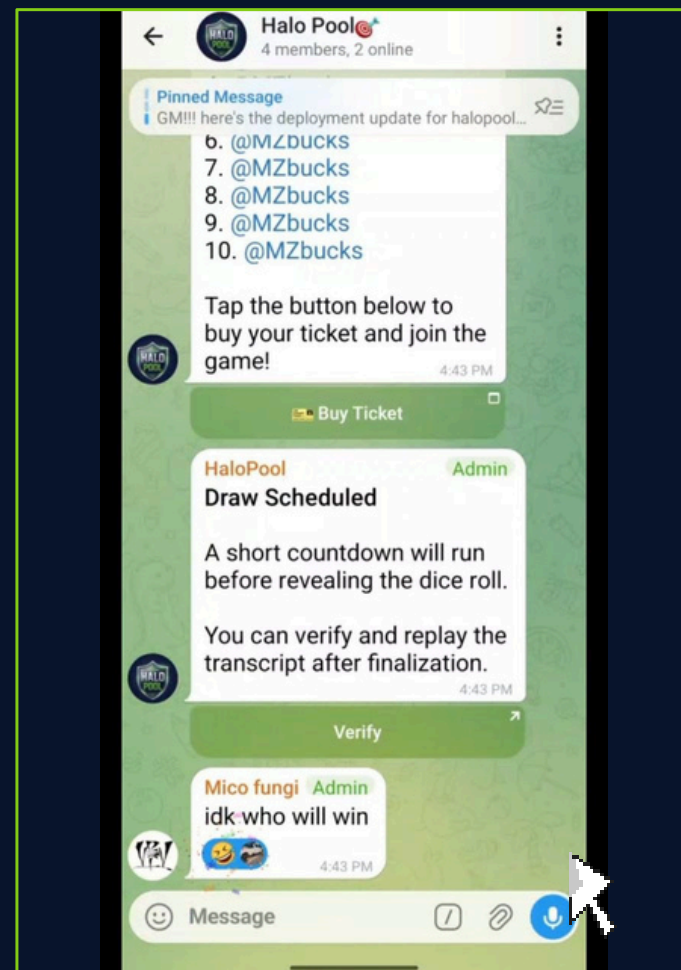
Platform fee  
(mainnet)

**90%**

Funds go to  
participants  
+ group

## 07 THE COMPLETE FLOW

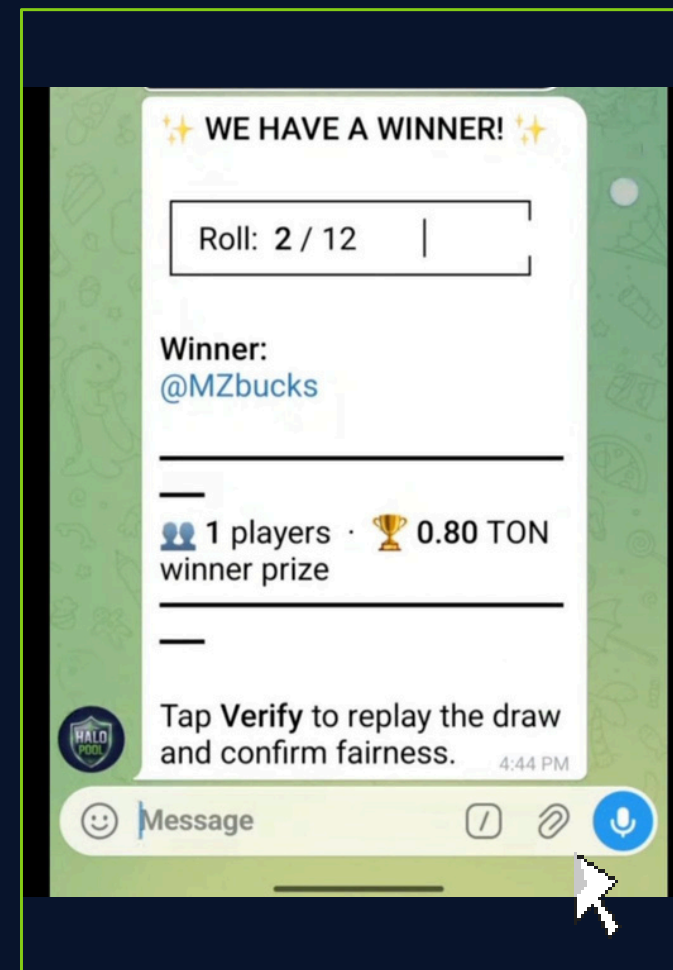
# From launch to distribution — fully automated, fully transparent.



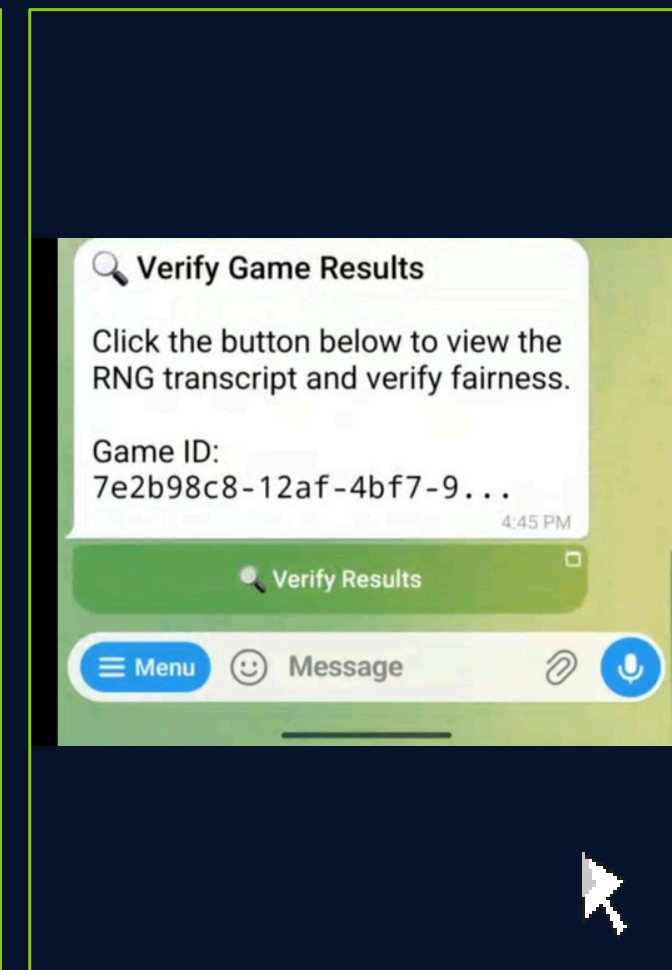
Draw Scheduled



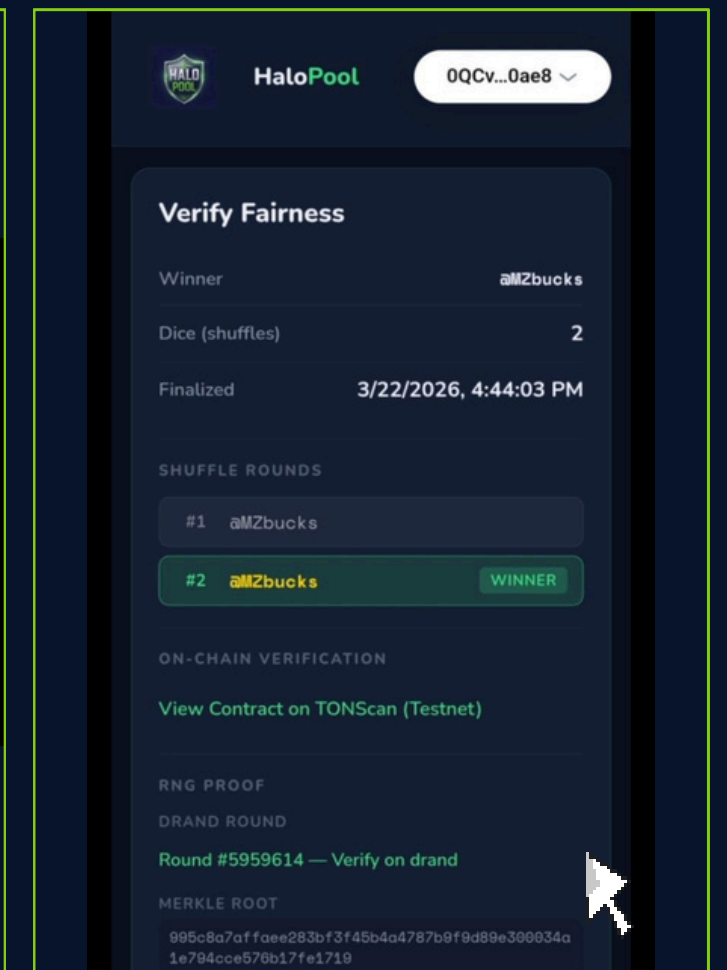
Dice Roll Animation



Winner Announced



Verify Prompt



Verification Page

## 08 TRANSPARENCY & TRUST

# Built on-chain. Verified by everyone.

Every step of the draw is verifiable. No manual overrides.  
No third party involved



### Drand Beacon Randomness

A future randomness round is scheduled before anyone can influence it. Publicly verifiable.



### Merkle Tree Integrity

The full participant list is hashed and the root stored on-chain – the list cannot be manipulated at any point from setup to completion.



### Deterministic Shuffle

Fisher-Yates shuffle using drand randomness + dice value. Inputs produce random winners.



### On-Chain Verification

Contract stores drand round, Merkle root, and winner ticket ID. No one can reproduce the result independently.



### Smart Contract Automation

No human touches the funds. The contract distributes funds automatically upon finalization.

## 09 STATUS & ROADMAP

# Live on testnet. Mainnet coming soon.

### ✓ TESTNET - COMPLETE

- ✓ Smart contracts – fully tested.
- ✓ Full state: OPEN → CLOSED → REVEALED → PAID / CANCELLED (cancelled if time limit reached with 0 tickets sold)
- ✓ Player Telegram Mini App (+ TON Wallet Connect)
- ✓ Admin Telegram Mini App (+ TON Wallet Connect)
- ✓ HaloPool bot with live game card auto-posting
- ✓ drand-based provably fair RNG



# LET'S SEE IT IN ACTION

Join the next wave of community engagement tools – built for your community powered by Halo Pool.

## Ready to bring Halo Pool to your community?

Request Early Access  
contact us at [support@halopool.io](mailto:support@halopool.io)



[@HaloPool](https://twitter.com/HaloPool)



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