ECOBETTING WHITEPAPER

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ECOBETTING

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Forward-looking statements

This whitepaper includes some forward-looking statements, which are not related to historical data and events. Such statements include, but not limit to, the use of terms and phrases such as "expect", "plan", "predict", "would", "will", "can", and so on, which cannot be guaranteed due to the uncontrolled market factors. There exist some uncertainties, risks and factors resulting from the liquidity, development of cryptocurrencies and related market turbulence that would affect our vision in a malicious way. These forward-looking statements are given based on the current analysis, current market estimation, forecasts of the future results and the assumption that the ecobetting company runs smoothly.

Legal consideration

The ecobetting tokens has not been approved or disapproved by the U.S. securities and exchange commission (SEC) or by the securities regulatory authority of any countries or of any other jurisdiction. And unless approved, the ecobetting tokens may not be offered, sold, or otherwise transferred within the united states or to the account of any U.S. person.

Further registration under the official regulatory authority and commercial laws is ongoing during the development of this whitepaper.

Statement of risks and disclaimer

The ecobetting combines entertainment and finance together, any investment into ecobetting platform involves high risk considering the esports skills of players, observation or guess of gamblers and development of ecobetting ecosystem.

There is no guarantee for the growth of token value, we do not take any form of responsibility to make sure that the investment into the initial coin offering of ecobetting platform will be rewarded.

Citizens, nationals, residents or green card holders of The United States of America, Singapore, South Korea, the People's Republic of China, or any other jurisdiction which prohibits the communication of the available information or prohibits participation in the token sale or the purchase of tokens or any such similar activity are not permitted to participate in the Token Sale.

You are strongly advised to read this whitepaper carefully before you participate in the initial coin offering.

Executive summary

Ecobetting is the first decentralized international peer-to-peer online betting platform for massive multiplayer online electronic games, or esports. Within ecobetting platform, the users can not only earn bonus by playing various online esports as players, but also make money by placing a bet based on the ongoing esports games as audience and winning the bet. All the bets are among the gamblers without any third-party or middle-man. The transaction of assets is fully transparent and safe since the process will be completed based on Ethereum smart contract.

The relative research shows that with the blooming of internet, esports have gained tremendous growth during the past several years, especially for Dota2, league of legends, Hearthstone. It is also shown that the advanced technology for smart mobile phone has helped develop enormous mobile apps including various mobile video games, like King Glory and so on. The esports have experienced explosion of popularity among people between 18 to 50 years old all over the world recently, which is giving birth to the next business, that is, online gambling/betting based on esports.

Although the reputation of betting/gambling decreases rapidly, we provide ecobetting platform aiming to build a trustworthy peer-to-peer decentralized betting environment for esports community.

There are generally three types of contest for each kind of esports game, private contest, public contest and tournament contest. Everybody can participate in the public contest and play esports games. The tournament contest is what the esports professional team play. For instance, the battle between team liquid and team LFY

in dota2 international (TI) tournament. The users within ecobetting platform can be separated into players and audience. Both of the players and audience can place a bet for public contest. As for the tournament contest, all the users are audience. Generally, there will be three different participation rules for the betting on different type of contests.

At the first certain duration of the beginning of one esports game, a specific esports contest contract will be created and collect all the buy-in assets from game players and that from audience into a private pool and public pool, respectively. These two pools will be closed and stop accepting new bets a certain duration later after the game begins. When the result of the game comes out, these two pools will be opened again, and the (total wagers) assets will be redistributed to the gamblers based on the contest result and platform (for service fee). All the process will be done based on Ethereum smart contract without any third-party and middle-man, which means transparency, fairness, and by all means, no way of manipulation. Above is the basic rule for both players and audience. The main difference of rules between bets on private and public contests lies in that in public contest, the bets for audience should be restricted relatively small compared with the betting among the players within this round of game, in order to avoid manipulation from the malicious players. As for the public pool consisting of the total wagers from audience, the pool asset will be redistributed among gamblers and the platform (for service fee).

Another key point within the ecobetting platform is that all the users could follow other users willing to share their percentage of income per round of game publicly. Once user A follows user B with considerable winning percentage of income per round, user A will be notified once user B takes another esports betting. If user A follows the bet placed by user B and wins this gamble, the resulting profit will be distributed into user A, user B and the ecobetting platform (for service fee).

Aside from the contest contract character, ecobetting platform has originally proposed ecobetting tournament or competition to stimulate the contest within the platform.

The initial coin offering is launched to raise funds to develop the ecobetting ecosystem, the details of funds usage will be provided below. The ecobetting (ECB) tokens will be the only digital asset being used within the platform. With the

development of ecobetting ecosystem and healthy growth of token value, together we will build a strong esports community and benefit from it considering the perspectives of entertainment and finance.

1. Introduction

1.1 Cryptocurrency vision

Cryptocurrency is a kind of digital asset that uses strong cryptography to secure financial transactions and verifies the transfer of assets. It is digital money created from an encrypted chain of data, free from governmental oversight, and monitored by peer-to-peer internet protocol.

Cryptocurrencies can minimize fraud since the sent payment cannot be reversal by fraudsters. There are many merits such as immediate transaction compared with traditional centralized asset transfers, lower fees, no way of identity theft, and universally recognition. In addition to the advantages above, the decentralization of blockchain through a global network of computers enables the characters of proof-hack and peer-to-peer trust. The potential applications and benefits of blockchain technology and cryptocurrencies are hard to imagine and are being waited to be explored. In the past several years, almost all forms of investment into the cryptocurrencies have gained phenomenal profits. Nowadays, cryptocurrencies are attracting rapidly increasing interests from every field of traditional business.

1.2 Esports vision

Esports are known as electronic sports, also refer to competitive/professional video gaming. Most commonly, esports take the form of organized, multiplayer video game competitions, particularly between professional players. Esports is a relatively young industry, yet, it is experiencing the extraordinary growth.

There are many tournaments such as The International for Dota2, the League of Legends World Championship for league of legends, provide live broadcasts of the competition, and prize money to competitors. Along with the worldwide growth of esports including, but not limit to, Dota2, League of Legends, King Glory (mobile

game), more and more amateurs are playing online multiplayer video games in their leisure time.
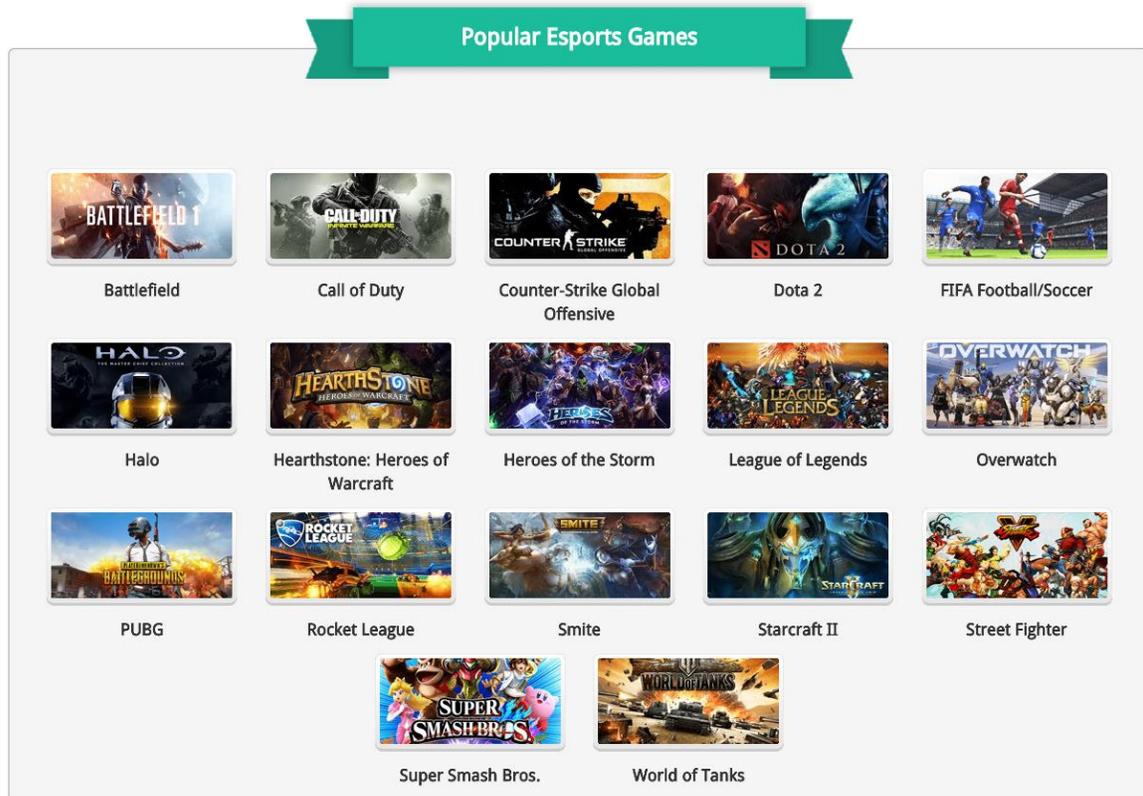
Giant companies like ESPN have been a huge success through broadcasting esports tournaments. The most famous live streaming video platform, Twitch, has been the leader in online gaming broadcasts. In 2013, it is estimated that approximately more than 71 million people worldwide watch esports with a majority of viewers between the ages of 18 and 34. The global eSports market generated $325 million of revenue in 2015 and was expected to make $493 million in 2016, which has already come true. It is predicted that the market of esports will be more than $1 billion in the next three years. Even NBA has made announcement to launch its own esports league in 2018.

There are two points to be noticed, the Olympic games are a potential method to legitimize esports. In Oct 2017, a summit held by the International Olympic committee (IOC) shows that, "competitive esports could be considered as a sporting activity, and the players involved prepare and train with an intensity which may be comparable to athletes in traditional sports".

Besides, within the gaming market, 42% belongs to the mobile industry, and mobile is projected to claim more than 50% the market by the year 2020. It is a matter of time that the esports tournament will be brought into the mobile games.

1.3 Esports betting

"Betting on esports is a big thing right now". Although the relatively new type of betting gets off with a slow start, it has already attracted much interest over the last couple of years. It's estimated that the global esports betting market will be worth nearly $30 billion by the end of year 2020 based on its explosive growth.

With the ever-increasing popularity of esports, it is a natural thing to go from playing to watching to facilitating bets. After all, it has happened within the field of sports all over the world.

1.4 Market overview & Problem

Normally speaking, there are several different ways to bet on esports, such as real money betting, skin betting, social betting, fantasy betting, challenge betting.

There are a lot of similarities between betting on esports and betting on traditional sports from the technological viewpoint. In another word, there still exist some critical problems in esports betting in terms of speed, trust challenges.

Some websites or companies have fancy appearance with good coverage, but they are not reliable or trustworthy. The most serious problems are that the bets are not transparent and that the withdrawals may be blocked or take a lot of time causing the users much inconvenience.

Besides, there is no regulation about the underage gambling, which has caused much damage for the underage. There are thousands of shady sites that do not care if the user is an adult.

1.5 Opportunity & Solution

Here ecobetting platform comes out as an ultimate solution for the challenges and flaws in the esports betting. In ecobetting platform, the bets are categorized by the contest. All the bets for one contest will be processed by the Ethereum smart contract to build trust and enhance payout speed. Besides, the smart contract

based esports scheme will ultimately eliminate the manipulation from the middle-man and expose the transaction of all the wagers (buy-in) to the public.

The transparency and fairness are ensured through blockchain technology, which can be verified by any users. The ecobetting platform cut out the middle-man and bookmakers to bring out a new level of trust and security in esports industry globally. And the "follow" scheme and ecobetting tournament within ecobetting platform will help esports community to recognize the best players and enhance the vitality of the community, which will help contribute a lot to the healthiness and spirit of esports.

Backed by the passionate and strong team, later know your customer (KYC) will be implemented to eliminate the participation of the underage esports gambling.

2. Ecobetting ecosystem

2.1 Ecobetting class

At present, for the purpose of focusing on the development, the ecobetting platform will provide, but not limit to in the near future, three classes of esports bets, which contains private bets, public bets, and tournament bets.

The private bets are going on among the game players, in another word, all the game players in a specific round of game are gambling with each other mainly based on their relative esports skills.

The public bets will be publicly available for all the users, the public (out of this round of game) will be able to assess the skills and winning odds of two different teams based on the historical performance of all the game players.

The tournament bets are for the tournaments or competition founded by the third party or related esports association. Such tournaments and competition include, but not limit to, the International Dota2 Championships, League of Legends World Championships, ecobetting tournaments brought by the ecobetting platform. All the users can participate in the tournament bets with unlimited value of wager. The bets processing procedure is the same as the abovementioned two types of bets.

2.2 Ecobetting architecture

The ecobetting architecture is mainly based on smart contract. And we take Dota2 for instance.

All the users in the ecobetting platform will be able to play Dota2 through the interface provided in the website, once the players of two teams are gathered and prepared for the game.

There will be a time slot, named as duration of placing wager for players, for ten game players to place private bets using the wager they are willing to gamble. The ecobetting tokens will be the only acceptable digital assets for bets within the ecobetting platform. There will be different choices for the players to choose for the wager, for example, from the minimum wager of $50 to the maximum wager of $500 with the step of $25. Remember the larger wager the player buys in, the more profit the player will earn if the player performs well in the game. The corresponding number of ecobetting tokens with equivalent value of the specific wager will be subtracted from the player's wallet account and stored in the private pool of players managed by the smart contract. The smart contract will accept ecobetting tokens within this duration of placing wager for players, and it will also record all the wagers put by the players in this round of game, which will be used to redistribute total wagers into the better players after subtracting the service fee when the result of this round of game comes out. Note that the reward will be based on their relative personal comprehensive performance within this round of Dota2 game, and the formulation for different type of esports game will be provided and shown to the public.

After all the wagers placed by the players are settled, all the players could vote to determine if this round of game can be visible to the whale community. If the decision is positive, there will be a time slot, named as duration of placing wager for the public, for all the public to place public bets on which team will win. Similarly, the smart contract will manage the public pool for this round of game, which is to store wagers of public bets and to record the public bets. At the end of this game, the smart contract will redistribute the total digital assets in the wager pool into the winners after being charged the service fee by the platform. As for the wager choices of the public contest, it will be from the minimum wager of $10 to the maximum wager of $100 with the step of $10. And each user can only place one

bet in each type of bets for one round of game. The relatively small scale of wager choice for audience is to avoid the malicious players to place small bet and meanwhile place large bet for the winning of the opponent.

In order to eliminate the potential negative effects from malicious players, ecobetting platform sets such punishment scheme to the user who plays the game with small private bet for himself/herself and with large public bet for the opponent. Once the ecobetting platform detects such behaviour, his/her wager in both private bet and public bet will be distributed to all the other players within this round of game according to the wagers put by the other players. Once such behaviour is detected by the ecobetting platform for three times for one user, the user will be blocked by the ecobetting platform and his/her remaining ecobetting tokens will be distributed to all the token holders within the platform.

As for the tournament bets, there will be no limit (for now) about the bet value. All the bets are processed like public bets without limitation of wagers. And we believe it is reasonable to assume that the tournament bets in the ecobetting platform will not affect the performance of professional esports team during the tournaments or competition (for now) hold by the third-party. Therefore, there is no control or manipulation in the field of tournament bets, which

Along with the development of ecobetting platform and the esports and betting skills of the user, the ecobetting platform will introduce various properties (like ranks, teamwork-score, and so on) of each user in terms of characters for esports skills and betting performance and percentage of income per round of a specific kind of esports. Then the user will be able to decide if he/she publishes his/her performance to the public. If the user decides to make his/her performance visible to the whole community, then others will be able to follow this user. Here come many benefits. On the one hand, the follower will be notified every time the user plays a bet within the ecobetting platform such that the follower could assess the user's operation and decide if he/she should place a bet. If he/she do so and wins the bet, the profit will be distributed to the follower, the user being followed, and the platform (for service fee).

2.3 Esports betting area

Ecobetting is the first decentralized international peer-to-peer collaborative betting platform for esports or massive multiplayer online electronic games. At the beginning development stage of ecobetting platform, our team mainly focus on (for now) some certain esports area that are popular and preferred based on the pre-conducted survey. The esports betting area under present development includes, but not limit to, Dota2, League of Legends, Call of Duty, Hearthstone, Counter Strike. Our team will do the utmost work to establish sophisticated platform, which will make online esports betting neat, safe, transparent and user-friendly.

2.4 For player

Players refer to the game players through the interface provided by the ecobetting platform. Take Dota2 for instance, when the players of two team gather for one round of game, all the players will have to choose a certain wager for the bet to place. Then all the ten players within this round of game will have to vote to decide if this round of game will be available to the public, meaning all these ten players together will decide if this round of game belongs to the public bet for the public. If this round of game is classified as public bet, no matter what the result is, all the players will receive a certain (5%) amount of bonus coming from the public asset pool. This 5% of the public asset pool will be distributed into all the ten players respectively based on their investment/wager into this round of game.

By any coincidence, if there are half players supporting to make it public while the other half disapprove that, then the final decision depends on the higher total ranks of the approved half players or the disapproved half players.

For each game player, he/she can decide if he/she publishes his/her income rate per round of game or performance of placing bets. If the player publishes her/his income rate or performance of placing bets, all the other users will be able to assess that player's betting skills and decide if it is better for them to follow that player. If that player is followed by some followers, these followers will be noticed and place the same bets as that player when that player places betting in the future. If the followers win the bets automatically placed by the platform based on that player's operation, the profit will be distributed into the followers, that player and the platform with the percentages of 80%, 18% and 2%, respectively. Besides, the

follower can stop following the players at any time to terminate placing the same bets as the players. And the follower can only follow up to 10 players for each kind of esports game.

The bonus scheme aims to encourage the users to be players, which will not only benefit the game players, but also be favourable to the active betting participants if the participants predict the outcome of this round of game accurately.

The follow scheme is designed in order to encourage the game players to publish their betting performance and the tips about playing esports games and gambling, which will help build an educational environment for the community. Meanwhile, it will also benefit the followers considering the guidance for newcomers in this field of game.

We believe that in this way all the users will stick together to create a better esports community.

2.5 For public

The public refer to the whole users within the ecobetting platform. The public can place public bets and tournament bets.

Only if the game players determine to make their game visible to the public, the public can place the bets about which team will win. Within the duration of placing public bets for the public, the smart contract will create the public pool, then receive and record the wager from the public users willing to gamble. At the end of this round of game, the digital asset (total wagers) of the public pool will be distributed into the winners (98%) and the platform (2%). One winner will receive a certain amount of the total digital asset based on the ratio of his/her investment (wager) to the total investment (wagers) that is betted correctly for this round of game. After a certain amount of digital asset is allocated to one winner, the platform needs to determine if this winner follows the other player. If the winner wins the bet by following the other player, then the profit of the bet for this winner will be finally distributed into the winner (80%), the other player (18%) and the ecobetting platform (2%).

As for the tournament bets, all the public are free to place any bet on the tournaments or competition. The winners will be allocated 98% of the total asset

of the public pool while the ecobetting platform takes the remaining 2% as service fee.

2.6 Potential perfection within the ecobetting platform

Our team has conducted a survey to collect different opinions about the duration of placing wager both for players and for public in different type of esports games. During the development of the ecobetting platform, we will stick to results based on the collected data. Also, our engineering members will mainly focus on the development of, but not limit to, five types of esports betting, which are Dota2, League of Legends, Call of Duty, Hearthstone, and Counter Strike.

After the ecobetting platform is launched and runs smoothly, we will re-collect the suggestions within our platform community to perfect the parameters within our ecobetting platform. Then the field of esports betting will be expanded based on the collected opinions among all the users within the ecobetting platform.

As for the percentages of profit distribution and service charge fee, we reserve the right to perfect the profit distribution among the gamblers and to change the service charge fee.

To be noticed, our team will stick to the old saying that "Customer is god" since we believe that it is the key point to run the business successfully.

2.7 Token value growth

With the fully-developed of ecobetting ecosystem, we expect that our ecobetting platform will draw much more attention from esports fans all over the world. Users buy ecobetting tokens as a utility in order to place bets for esports, in which case the increasing demand for ecobetting tokens is the basis for the growth of ecobetting tokens. The users cashing out the profit will enhance the liquidity of ecobetting tokens. The ecobetting platform designs a burn back scheme, which means that the ecobetting company will buy back a certain tokens and burn them using the profit made by the ecobetting platform, in order to stimulate the demand and thus increase the value of the remaining tokens.

2.8 Advantages

There are three main points considering the advantages of ecobetting platform.

Ethereum smart contract-based betting system cuts out the middle-man, making sure the esports betting within ecobetting platform is fully fair, safe and transparent.

All the bets take place among users within the ecobetting platform, there will be no bookmakers, and the platform will just charge small amount of service fee.

The esports game players can earn income by means of placing private bet, public bet, and tournament bet and can also gain bonus from the public bet if the player is followed. Even the users who do not play esports games can also earn profit by just following the most promising esports game players.

3. Ecobetting token

3.1 General information

The total supply of ecobetting tokens will be 100 million. Ecobetting (ECB) token is one type of utility token. The token distribution will be as follows.

- ➢ 50% for token sale.
- ➢ 25% for the marketing and partnerships
- ➢ 5% for the company team
- ➢ 15% for future development
- ➢ 5% for the ecobetting tournaments

Half of the total tokens (50 million) will be available for the token sale. 25% of the total supply will be used to run the market campaign and build partnerships to grow the ecobetting ecosystem. 5% will be reserved for the company team. 15% will be used for future development, which ensures the capability of future expansion. 5% of the total supply will be reserved for the future ecobetting tournaments/competition to stimulate the vigour within ecobetting platform.

3.2 Initial coin offering

The initial coin offering contains two stages. There are 50% of total supply tokens, or 50 million tokens, are available during the ICO. At the end of ICO, all the remaining (unsold) tokens for ICO will be burnt immediately. And the other

distribution of tokens remains the same. Since the ecobetting is based on the Ethereum network, the platform will only accept the investment in the form of ETH.

(a). Presale

There will be three rounds of presale with 20% of total supply available. The minimum purchase value is 0.1 ETH and the maximum purchase value is 10 ETH.

Round 1: 6% of total supply, 6 million tokens, 1 ETH = 3947 tokens

Round 2: 8% of total supply, 8 million tokens, 1 ETH = 3571 tokens

Round 3: 6% of total supply, 6 million tokens, 1 ETH = 3261 tokens

Round, available token, off percentage, rate, start time, end time, duration

(b). Main sale

There will be 30% of total supply available during the main sale. The minimum purchase value is 0.1 ETH and the maximum purchase value is 10 ETH.

Crowd sale: 30% of total supply, 30 million tokens, 1 ETH = 3000 tokens

Initial Coin Offering Info Table

ICO stage	Available token (million)	Discount (%)	Rate (ETH/ECB)	Start Time (UTC)	End Time (UTC)	Duration (Days)
Round 1	6	24	3947	July 1, 00:00	July 10, 23:59	10
Round 2	8	16	3571	July 11, 00:00	July 21, 23:59	11
Round 3	6	8	3261	July 22, 00:00	July 31, 23:59	10
CrowdSale	30	-	3000	August 1, 00:00	September 30, 23:59	61

4. Roadmap

2017 Q4: Propose the esports collaborative betting idea

2018 Q1: Build the team and start

the company of ecobetting platform

2018 Q2: Develop ecobetting tokens, the ecobetting smart contracts and the Alpha version of the ecobetting platform

2018 Q3: ICO

2018 Q4: Debug, improve, and perfect the functions within the website in terms of interface of different esprots games, esports betting, and follow scheme

List ecobetting to some major exchanges according to the token holders' demand

Develop the Beta version of the ecobetting platform

2019 Q1:

Launch the Gamma version of ecobetting platform

release the official github code

start the market campaign

Start buying back ecobetting tokens and burn them for the first time

Re-collect the opinions from the community within ecobetting platform

Register ecobetting platform under related regulatory authorities and laws

2019 Q2:

Launch the final version of ecobetting platform

Migrate the platform to the best level server to improve the users' experience

Start the global maket campaign

Launch the first annual ecobetting tournament/competition

Develop ecobetting ecosystem

Seek potential partnerships for further expansion of the esports coverage betting within the platform

Continue to buy back and burn some tokens

2019 Q3:

Expand the coverage of esports betting within the platform

Add other esports betting items based on the demand of community and analysis of our market members

Buy back and burn some tokens

2019 Q4:

Perfect the ecobetting ecosystem

Buy back and burn some tokens at each quarter in the future until the value of token grows to $10

Future:

Future development based on the suggestion from the company CEO and other members, and the whole ecobetting community

5. Burn back system

After the Gamma version of ecobetting platform is launched, the ecobetting company will spend 10% of the pure profit of the platform to buy back the ecobetting tokens in the free market in order to decrease the total supply. And we believe that this burn back system will make sure the growth of token value.

6. Team members

There are totally 21 members (for now) in the ecobetting team. This whitepaper can ensure that all the team members are selected based on pretty strict standards. But there might be small changes in the future depending on the performance of every team member, which is agreed by the whole team and favourable to the development (efficiency) of the ecobetting platform.

Due to the sensitivity of privacy and online esports betting, a public vote among our team members, which is about whether the personal information of the team members would be provided in this whitepaper, was conducted to show the spirit of democracy. And the voting result shows that the majority of the team prefer to remain anonymous until the ecobetting platform is registered under related regulatory authorities and protected by the laws, which will be completed at the

beginning of 2019 Q1. Besides, all the team members agree that the all the personal information will be provided to the whole community once the legalization process is completed.

7. Conclusion

The basic development of ecobetting smart contracts and website is completed. The negotiation with our partners is under progress. The interface between the ecobetting platform and the esports games will be finished soon. We believe that the next few years will be the time of online esports betting along with the continuous explosion of esports industry. Backed by a strong development team, our company expect the ecobetting platform will be a great success in the near future.