

## 1. Introduction

Cryptocurrency, precisely Blockchain, has been proven to be a revolutionary technology in society today, yet it is still in the initial stages of adoption. Consequently, many new cryptocurrency concepts are being marketed to link the gap between technical intricacy and usability of Blockchain.

The potential in this budding market along with increasing acceptance of cryptocurrencies makes new projects extremely appealing for start-ups and investors alike. The market for cryptocurrencies is not fully realized. Simply trading cryptocurrency can be a burden for many probable users due to security concerns and identity verification difficulties.

The easy-to-use and security features of cryptocurrency technology that integrates P2P exchange between fiat and cryptocurrency, cold, secure storage of user funds and credit card capability, while providing new users adequate techniques for improving their skills is the future of safe trading and exchange of assets. Providing users with a return on gross profits serves as an additional incentive.

We are CRYPTOIBET with a successful trading platform at [www.CryptoIBet.com](http://www.CryptoIBet.com), and we are presenting an opportunity for investors to participate in a Token Crowdsale for our new social trading platform

MeetCRYPTOIBET

Easy-to-use, safe and groundbreaking cryptocurrency with a future-minded organization - that's where CryptoIBet comes into play, as a dependable, efficient and secure alternative exchange that allows users to effortlessly convert fiat into any cryptocurrency. Our clients can buy or sell your preferred cryptocurrency in just a few clicks with peace of mind, knowing that your funds are safe and you are dealing with a trustworthy organization. With CryptoIBet, security and access are the new reality and will become the standard because we at CryptoIBet believe that everyone, everywhere should have access to cryptocurrencies.

Our solid and durable foundation drives our approach and that is why our first launch will cover crypto to fiat conversions for citizens all over the world. Be it Greece, Slovenia, Africa, Germany, Brazil, United States, Finland, etc. Users will be able to convert their cryptocurrency to their local fiat.

## 2. ICO Funding Amount 18500ETH

- Issued a total of 100 million (100 million) IBET tokens
- No additional issue
- 70% allocation of investors
- 30% possess CryptoIBet

Distribution through ERC223. Based on Ethereum Smart Contract

### Detailed deployment description

We've got our implementation with a comprehensive suite of unit tests. Now we're going to compile it using truffle and deploy it to the test Ethereum blockchain using MyEtherWallet.com (MEW). For deployment we could also use the Truffle Framework's migrations but for the sake of simplicity let's stick to MEW.

For easier creation of multiple token contracts with different parameters, we have created a Factory contract. That's what we are deploying.

#### ***How does one deploy a smart contract?***

Firstly, go to MEW Contracts and make sure to select the test network node (Ropsten) in upper right corner. Then click the "Deploy contract" heading, paste the contract's bytecode compiled using truffle compile command, provide your Ethereum account, sign the transaction, click "Deploy contract" button, confirm it. After the transaction is mined the contract is live.

### **3. ICO Schedule (0:00 UTC)**

- No presales
- December 1, 2017 0:00 ~ January 15, 2018 0:00
- Soft cap Up to 11500 ETH
- hard cap arrival 18500ETH (End ICO)
- Token distribution after 3 days reaching ICO hard cap

#### ***Token allocation***

Distribution via ERC223, based on Ethereum Smart Contour

*Token price*

1 ETH = 3784 IBET

Permitted capital investment methods

Ethereum

#### ***Use of ICO proceeds***

70% of IBET tokens allocated to investors

30% of IBET tokens have CryptoIBet

Crypto IBet Holds 30% of IBET Tokens

-CryptoIBet In-site game operation 10% If the price of the IBET token drops below the ICO subscription level, Crypto IBet's market intervention

20% (excluding P2P Exchange and IOU)

CryptoIBet holds 20,000,000 IBET tokens are frozen forever, and come to the trading market not. The 20,000,000 IBET tokens are repurchased shares and are based on the Crypto IBET internal transaction standard Only.

- IBET tokens supplied to the market, investor allocation 70 million + Crypto IBet In-Site Games Operating 10,000,000 = Total 80,000,000 IBET.

## 4. Development Roadmap

We are absolutely dedicated to meet our development goals ahead of schedule and provide the ultimate framework and feature support for CryptoIBETokens

<b>2017 / 2Q</b>	team composition, site development
<b>2017 / 3Q</b>	site development completed, license application completed
<b>2017 / 4Q</b>	ICO contest, partnership with CASINO SOFTWARE partner *
<b>2018 / 1Q</b>	site open, marketing extension, exchange listing, mobile version launch
<b>2018 / 2Q</b>	BIG5 Online Betting technical alliance and member sharing alliance
<b>2018 / 3Q</b>	IBET IN Macau Casino Convention *
<b>2018 / 4Q</b>	IBET in ICO proceedings (IBET can be funded) *
<b>2019</b>	Creation of an exclusive exchange for dividend tokens *

\* CASINO SOFTWARE partnership partnership - Microgaming, Playtech, EGT partnership

\* Block-chain betting system will be implemented offline by agreement with local Macau casino

\* Additional bonus when funding with IBET

\* Due to global regulations, it is difficult for listed tokens to be listed on exchanges. Only the dividend tokens will be listed.

## 5. Use of Tokens

Token function

- Game Betting

CryptoIBet All games can be played as IBet tokens

- Proof of equity 1 day per month (0:00 UTC) Snapshot

Based on Snapshot 5 days per month (0:00 UTC) Crypto IBet net income 80% IBET by IBET

Token distribution

-CryptoIBet Headquarters is on the 1st of every month (0:00 UTC)

Exchange transaction

IBet token can be traded freely when listed on exchange

## 6. Communities & Creators

### *Millions of engaged gamers*

CryptoIBet's millions of highly engaged users socialize and work together to create unique communities, game content, and virtual economies. By providing the tools they need, CryptoIBet empowers these creators to monetize their content.

### *Gamevalue& content creation*

Sandbox games, such as Minecraft, are the most popular games on CryptoIBet. Using CryptoIBet tokens will encourage a culture of passion, collaboration, and pride by making players have more control over their game content. With this, players that feel valued will keep coming back, thereby increasing revenue and engagement for publishers and content makers.

### *CryptoIBet adopts CryptoIBet Tokens*

CryptoIBet is uniquely positioned in the virtual goods market to promote and establish a cryptocurrency. We give gamers, communities and game creators high-quality tools for monetizing their gaming world.

## Challenges

### *Payment Fraud*

It has been estimated that for every legitimate virtual purchase made, there are 7.5 virtual items lost to fraud. Assets stored and managed online can easily be open to manipulation or chargebacks. Merchants always have to deal with extra burdens, and scammers hurt the game's reputation.

### *High Fees and Slow Transactions*

Game publishers and communities rely on third-party platforms to process virtual goods transactions. Gamers encounter slowness, opaque fund flow, and high transaction fees.

### *Locked in and Centralized*

Digital items and currencies are usually locked to a single game and not transferable. Trading items outside of the game environment are complicated and cumbersome. If a player gets banned, they can easily lose all of their items and currency.

### ***Lack of True Ownership & Rarity***

Virtual items can be licensed to the gamer, and are often only available for use on their proprietary platforms. They will be lost, manipulated or taken back with little recourse for the user. Genuine transparency is usually missing.

### ***Locked in and Centralized***

Digital items and currencies are generally locked to a single game and not transferable. Trading items outside of the game environment is cumbersome and quite difficult. Once a player gets banned, they can easily lose all of their items and currency.

### ***No open standards***

At the moment, there are no widely-accepted standards for decentralized currencies and assets in games. The user experience is usually an afterthought, so users are not aware of what to expect

### ***Costly & time-consuming***

Developing a platform for managing virtual goods takes ample time and it is expensive as well. The difficulty of managing a virtual economy on proprietary infrastructure delays time to market. Security concerns also introduce a further set of difficulties.

### ***Lack of value gamification***

Value-based gamification features are lacking in content management systems and forum software. Users do not get rewarded for their real-world value of participation or contribution.

## **7. Solutions**

CryptoBet will develop tools that enable game publishers, game servers, and communities to manage virtual goods and in-game items across multiple platforms. Monetization using CryptoBet tokens will be a crucial focus with robust features and toolsets provided. Significant benefits will be achieved by utilizing a decentralized platform and the supporting frameworks.

### Benefits for Communities

- Gamify their websites and mobile communities with custom CryptoBet tokens
- Increase user participation and contribution on forums and walls.
- Automate rewards and setup a variety of condition-based triggers.
- Tie-in their community rewards with in-game goods on servers or games.

### Benefits for Game Publishers / Content Creators

- Create time limited or subscription-based virtual goods.
- Setup a virtual goods store.
- Mint non-fungible items or unique edition items.
- Run a decentralized payment gateway devoid of a middle-man.
- Create and manage virtual goods programmatically or via an app.
- Transparent transactions. Setup reports and commission systems.
- No fraud, chargebacks, or cancellations.
- Create new tokens to represent game items, virtual currencies or privileges.
- Negligible fees for blockchain transactions and no commission fees.
- An open-source suite of APIs and SDKs for popular platforms and engines.
- Smart wallets that facilitate secure automatic payments from users.
- Quickly setup a site and mobile community with full virtual goods integration.

#### Benefits for Gamers

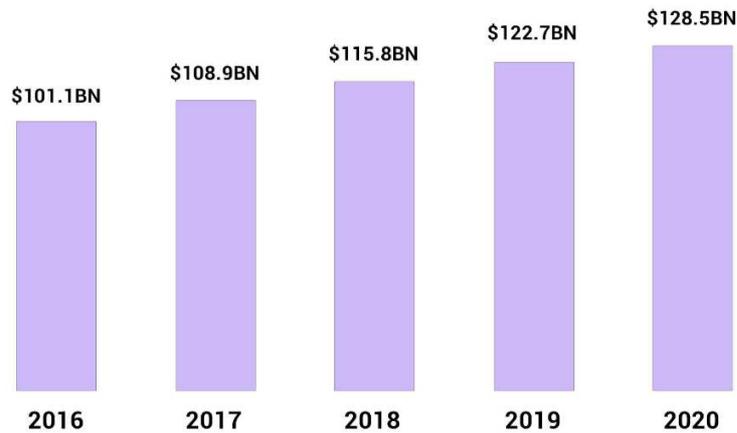
- Take your currency with you across any community or game and retain value.
- Own valued currency and rare items that can never be taken away.
- Prove ownership of items by showing them off in website widgets.
- Trade items with no risk of fraud.
- Make use of CryptoIBet's marketplace and social network to find and trade game items.
- Earn CryptoIBet tokens playing games.
- Purchase in-game items on thousands of game servers and games that support ENJ.
- Convert custom virtual goods directly back to CryptoIBet tokens and retain value.
- Earn tokens when they participate in communities and posting on forums.

## 8. Market Industry Growth

#### Global Gaming Market

The global gaming market is experiencing explosive growth, reaching US\$108.9BN in 2017 and a projected US\$128.5BN by 2020.

CryptoIBet PTE LTD is headquartered in Singapore, providing the perfect springboard to further target the Chinese, Japanese and Korean markets. 58% of the growth in 2016 came from Asia-Pacific countries.



Global Games market Newzoo Report Apr 2017

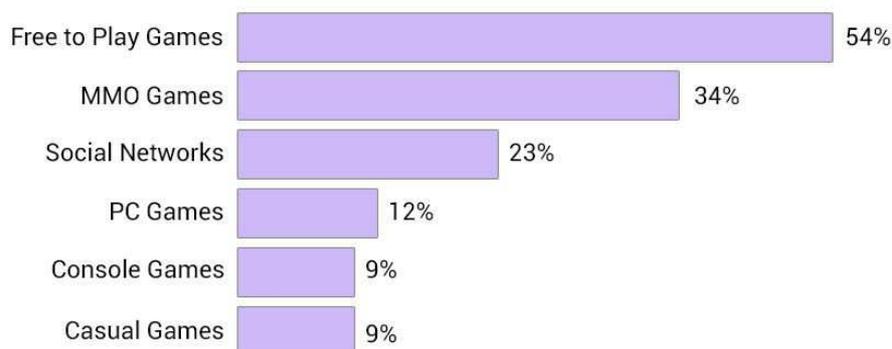
### Initial Target Audience

Minecraft is one of the most popular video games in the world, with over 55 million monthly players<sup>10</sup>. CryptolBet is in a unique position because of our large existing Minecraft user-base. The Unity game engine has a combined 770 million users across all games, and 34% of top 1000 free mobile games are made with Unity<sup>11</sup>. This along with Unity's strong presence in indie games are why CryptolBet Tokens will be developing a Unity SDK early.

### Virtual Goods market

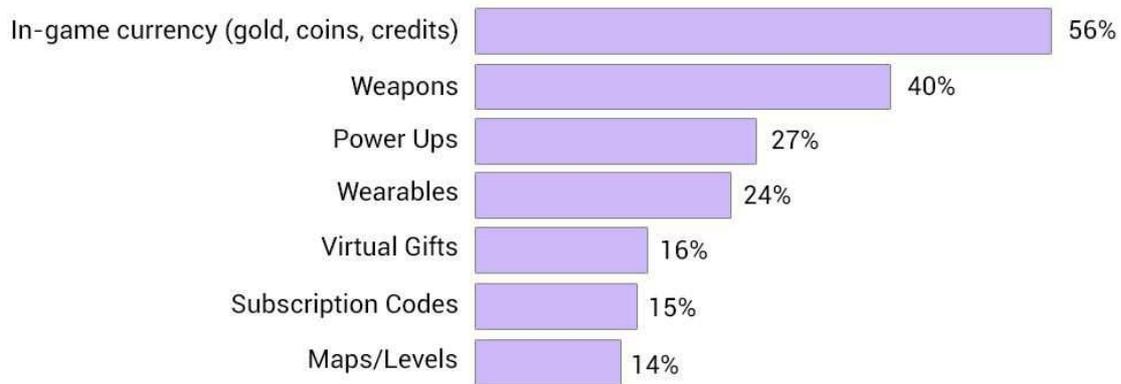
It's estimated that the overall value of the Global Social Gaming market by 2019, is to reach US\$17.4BN. Virtual goods, advertisements, and lead generation offers are the main revenue generation sources of the global social gaming market. Among these, the virtual goods segment is likely to expand the fastest at a compound annual growth rate of 15.20% over the forecast period.

### Where Virtual Goods are purchased



Among the buyers, about a third are buying once a month and a quarter are buying once a week.

### Revenue from the different content types of virtual goods



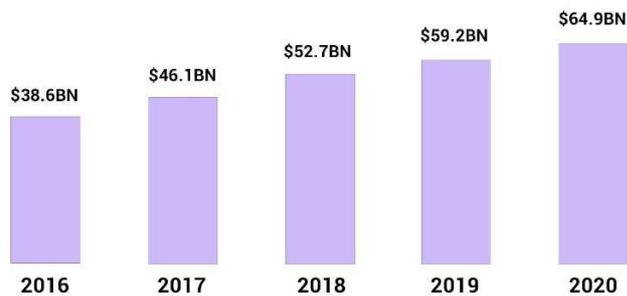
### Median Spent on Digital Goods by Content Type

ContentType	From1stPartySites	From3rdPartySites
In-GameCurrency	\$50	\$45
SubscriptionCodes	\$50	\$25
ArmororEquipment	\$30	\$20
Maps/Levels	\$30	\$30
Weapons	\$25	\$20
VirtualGifts	\$23	\$25
PowerUps	\$20	\$20

### Mobile Game Market

With the recent release of the CryptoIBet Mobile App<sup>15</sup>, featuring communities, forums, wall feeds, messaging, notification, rich content creation, and friends management, CryptoIBet is growing rapidly in the mobile app sector.

2.2 billion gamers across the globe are expected to generate US\$108.9 billion in game revenues in 2017. Mobile is the most lucrative segment, claiming 42% of the market. In 2020, mobile gaming will represent just more than half of the total games market.



## 9. Platform Features

### *Technical Considerations*

Today's gamers and website users demand fast and snappy user interfaces. The Ethereum network is currently limited in throughput because it has an average block time of 17 seconds (potentially up to 30 seconds). Future updates to Ethereum aim to improve block times to 3 seconds<sup>18</sup> (Casper) and allow transfers within milliseconds (Raiden). Both of these updates are planned for late 2017 to early 2018.

As the standard block times may impose some delays, we will achieve a modern responsive experience by using off-chain notifications.

Trusted Platforms will send an instant notification to the user's Smart Wallet for each Transaction Request. When the transaction is accepted by the user and created on the blockchain, the wallet will call the Trusted Platform API with the transaction to watch. The game or website can then be updated immediately with a placeholder item or non-tradeable version of the asset until enough confirmations are reached to allow full ownership of the item. In the case of in-game currencies, the user's balance would immediately update in the game but any unconfirmed portions would be locked from spending until the appropriate number of confirmations are reached on the blockchain.

### **Reward Automations**

The existing automation system on the CryptoIBet CMS Platform can reward tokens to user accounts based on powerful combinations of conditions and triggers. Various reward systems can be setup for user participation on the forum and other website activities.

### **Forum Boards**

The CryptoIBet CMS includes an incredibly feature-rich forum system, currently powering everything from small teams to giant communities with over a million users participating on their message boards. Forum votes and points will be extended with the ability to display Custom Tokens. Tipping will be added to the Forums so that tokens can be tipped to users with a few simple clicks (and this action would be displayed on the thread).

## **Donations & Group Pay**

Many websites accept donations instead of using a store - especially smaller eSports clans or guilds made up of friends. CryptoIBetTokens will now be a payment option in the Donation module and Stretch Goals.

## **Promotion & Advertising on the CryptoIBet Platform**

CryptoIBet's extremely popular wall system will be upgraded with a Post Promotion system which accepts CryptoIBetTokens as the payment method.

Promoted Wall Posts can be targeted to specific games and interests within the audience of 18 million engaged gamers.

## **Decentralized Payment Gateway**

The Platform SDK makes creating a complex decentralized payment gateway a breeze. It is designed to allow for unique new payment structures which can reduce accounting work and increase trust between merchants and customers.

Build your own customized Gateway

All backend functionality necessary to build a PayPal-like gateway will be included in the Platform SDK. As a provider, you can implement your own desired features, such as carts, web invoices, email/SMS notifications, refunds and more by building on the open-source code and examples provided in the SDK.

### *Payment Widget*

Part of the JavaScript SDK release, the payment widget will allow websites to easily accept payments in CryptoIBetTokens and Custom Tokens on any website. The widget may be connected to any Payment Gateways built on the SDK.

Plugins will be available for major open-source and commercial carts such as Magento, Drupal, Shopify, Volusion, Zen Cart and others.

### *Native Support for Custom Tokens*

The Gateway smart contract can be configured to accept all ENJ-based tokens or a list of specific token types. The JavaScript payment widget and shop plugins will identify and display all supported custom tokens, along with logos and associated metadata.

### *No Built-In Fees*

Other than very small Ethereum transaction fees, complete payment gateways can be created and no built-in fees or costs are imposed.

### *Multiple Payees*

An exciting new feature of the payment gateway platform is multiple payees. Incoming funds can be contractually divided up between more than one account. Payees may pull their allocated funds from

the Gateway smart contract. Consider these potential use cases: Profit Sharing, provider Fees, charity or Prize fund.

### *Easy Automatic Payments*

Using a novel Smart Wallet transaction mechanism, we can allow faster, easy to use automatic payments on the Ethereum network, while maintaining the high level of security that the blockchain allows.

The user will approve games and websites as being Trusted Platforms that can initiate a transaction request. The user's wallet (mobile or PC) will prompt for confirmation whenever a transfer of funds or a new subscription is requested.

## **10. Technology**

The Web site becomes a public access point that acts as a proxy. Web sites are exposed to Internet users and communicate with the Web server through a Virtual Local Area Network (VLAN). Web servers follow strict rules for handling communication channels between different servers. Such servers do not have direct access to the web site and can not communicate with each other without going through the web server. This kind of model ensures that the security level of the network is the highest available without sacrificing efficiency

To provide additional levels of security within the network, CryptoIBet divides the core backend engine into multiple independent micro-services running with different access rights. This way, you can prevent unauthorized access to data-sensitive modules (such as secret seeds generation (RNG), betting verification, etc.) among core CryptoIBet developers. Micro Service is built with Elixir (Erlang VM), a highly scalable language that enables "zero downtime" updates. The technology used by CryptoIBet is the same technology used by many telecommunications companies where downtime issues are very important

The most important components are written in Elixir, but the dominant code is still written in the Ruby language. CryptoIBet begins planning to switch to Elixir completely by eliminating the Ruby portion of code by the end of the first quarter of 2018 to improve betting latency from the current 10-30 milliseconds to 1-3 milliseconds. And you can handle thousands of online customers simultaneously, without slowing down.

### Security

Security is simply a complicated part of speech. No one can absolutely claim that hacking cannot penetrate 100% of their systems. CryptoIBet cannot say that either. However, we can assure you that we are monitoring the entire configuration through the state of the technology we are currently using

and that we are responding quickly to suspicious activity initiated outside or inside the network. Our system collects data on all sorts of activities that interact with CryptoIBet. This data is constantly analyzed and an alarm is triggered as soon as an anomaly is detected against the "average" of the past

## **11. Virtual currency storage**

An overwhelming majority of CryptoIBet funds are kept in a cold wallet. Only about 5% of this money

It is kept in a hot wallet for routine operations. Cold Wallet is connected to the platform server

It is saved offline and handled safely at the time of withdrawal.