



Innovative online sports lottery platform.
Based on blockchain technology and Ethereum smart contracts.

WHITEPAPER

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Overview

We are not going to convince you that we are creating something extraordinary or genius, as most of the ICO campaigns state. Our project is based on the visual appeal and hazard, knowledge and fortune check in the sport events, as well as on the chance to get a material reward due to these elements. It's background lies in the human's natural wishes and passion, which have been proven by thousands of years of the human development.

EtherSport improves the service in this business field by new technologies, namely, blockchain, smart contracts and cryptocurrencies. Such improvement is directed not only to the convenience of the technical service for the players, but also to the guarantee of the fairness and full transparency of the process, which is done thanks to the new technologies.

Based on this message, namely — convenience and comfort for the players, based on the confidence and fairness of the **decentralized and fully open process**, EtherSport team is sure that in such system and on our platform, the players will be comfortable with participating in the game and get satisfaction from the process itself, compared to the traditional companies that are working on the market in the generally accepted web limits.

The main idea of our project is that our lottery, contrary to many similar services, is not based on guessing the random numbers, but involves exact determination of the sports events results, which cannot be influenced by anyone. This implies that the players have analytical skills. Such lottery type allows players not only to guess the game results by using their knowledge, but also get an additional satisfaction from the view of the sports events and support of their favourite teams, which they have chosen in the ticket. The same can be said about the bets placed between the players within our project, an analogue of the **betting exchange**.

From the investors' point of view, the investment risk for the similar projects tends towards zero, as the project organizers provide only the possibility — a platform with cutting-edge technology, on which the game is held, — and charge a commission for that. Success of the project, its scalability and profits depend only from the scale and efficiency of the promo campaign. In fact, our team is launching the ICO exactly for this reason and with the aim to get a sufficient amount of money for the promo campaign.

The project is already launched and will be finished in any case, but the additional funds are needed for its promotion and attraction of as many players as possible.

Compliance with Legal Aspects

As for the legal part of the project and the situation with using blockchain and cryptocurrencies in the world, EtherSport team states that we respect the legislation of all countries. But we strongly deny frequent accusations of the ICO process as a high-risk investment, because of the unfairness and lack of regulation concerning the safety of investors in most countries.

These risks are not higher than the risks of usual investments, including securities, which was proven many times, especially after the last economic crisis in the US, although there are legislative mechanisms for investors' and investment safety. Therefore, only the investor can determine risks and approaches for protecting their investments. And the blockchain system, smart contracts, and cryptocurrency are based on the fairness, transparency, full freedom of choice and identity, contrary to the legislative regulation, which often creates an illusion of the investment safety.

Taking into account the situation in the global community and legislation of some countries, we officially state that our ESC tokens are not shares or any other securities.

We also state that we do not accept investments from the residents of those countries which consider ICO and ICO investments illegal.

EtherSport company is registered in the UK, the country with fair and severe laws.

We would like to thank everyone who found time to get acquainted with the intro to our project.

1. Intro

EtherSport is a revolutionary decentralized platform offering an absolutely another betting experience to the players from all over the world.

Combining a lottery and sports betting, EtherSport brings new rules into the world of the sports experts, making the process **fair and simple** for the players, **profitable** for partners and as **democratic** for all the participants, as possible.

The determination of the exact results for the sports events based on the participants' knowledge and ability to analyze the situation make the foundation of our system. According to the European Gaming and Betting Association ([EGBA](#)), the overall capitalization of these particular gambling types counts **\$86 billion**, along with the general market evaluation of \$430 billion.

Thanks to the blockchain technology, EtherSport has the following advantages compared to the existing centralized analogues: safety, simple registration, anonymity, transparency of all money operations, prompt payouts, and the absence of hidden withdrawal fees. All this is possible due to the decentralized system of cryptocurrencies and logic of [smart contracts](#).

EtherSport doesn't request personal data from its users to take part in the lottery and prevents all possible unforeseen situations connected with the centralized governmental regulation of the gambling industry, which happens in most countries of the world. Moreover, EtherSport has a simplified and, most important, transparent payout system working in the short term. There are no limits for the payoff.

Our system doesn't have a centralized determination of the payoff coefficient, which is the case for bookmaker companies from all over the world. The players are free to personally choose the coefficients when betting against each other. All these and other EtherSport advantages can be experienced by the participants when cooperating with us. Play with EtherSport and enjoy the service quality, its simplicity and accessibility.

2. Market Analysis and Problems

Nowadays, the blockchain system is only developing and it's almost impossible to evaluate its diverse future. The competition level among the gambling participants in the blockchain is fairly low. In this situation, the competition is mostly in terms of the ideas quality, the most comfortable and simple services, as well as respectable and fair attitude towards players.

Our team understands these issues and works exactly in this direction. An interesting and considerably fresh idea of the lottery process is close to the bookmaker business in terms of the unlimited timing possibilities for the user to participate in the draw game, which has always been a benefit of the bookmaker business over the lottery. We eliminate this problem. Also, the player gets an opportunity not only to guess the numbers, as it works in the usual lottery, but also get satisfaction from their knowledge and support the favourite team.

Problem Overview

With sports betting and participation in the lotteries on the traditional platforms, players face the following **problems**:

- complicated and long registration process;
- requirements and data storage;
- delayed payouts;
- high fees;
- limited betting amount;
- governmental control;
- jackpot amount opacity.

This leads to the problem that potential players refuse to register in such systems.

Therefore, there are situations when players prefer shadowy bookmaker organizations or use the services of the middlemen. Reportedly, the [illegal](#) sports betting turnover counts **\$400 billion** every year.

With that in mind, players lost money in the classic bookmaker companies, because they play according to bookmaker's coefficients that are often lowered and, in fact, dictated by the bookmakers. Other lost funds in the shadowy companies, mainly because of the unfairness of the underground bookmakers.

Problem Solutions

EtherSport eliminates all the above mentioned problems by decentralizing the whole process. We create conditions, under which shadowy players do not want to use the illegal platforms anymore. In our system, game players get lots of high advantages through blockchain mechanism, excluding many risk factors. Apart from that, all processes are almost transparent, and the payouts are quick and anonymous.

In such a way, all players who have chosen the shadowy betting market due to necessity, become potential EtherSport clients.

EtherSport is a decentralized system. This allows attracting more players. As the EtherSport platform is based on blockchain and smart contracts, no one can influence the result and jackpot payouts.

Why will players choose EtherSport?

Players from all over the world will most likely prefer EtherSport to the traditional centralized gambling services, such as bookmakers, lotteries and betting exchanges, due to the principles and technologies that EtherSport is based on — blockchain technology and smart contracts, which allows us to be as fair and efficient as possible.

Our main advantages:

- **Simple registration to participate in the draw games**

All the world bookmaker companies, as well as lotteries and betting exchanges are very demanding in terms of the identity verification towards the player who is willing to participate in the draw games. They say, it lowers the unfair game attempts of the users. The smart contracts system automatically eliminates the fraud probability, which is why you only need to register a wallet and play anonymously.

- **The ability to use as much funds as possible**

When it comes to the EtherSport decentralized system, there is no need in limiting the betting amount for players, which is common for the centralized services. Thanks to the smart contracts, the system tracks the financial status of the players, betting fairness, and distributes the rewards.

- **The ability to get an almost instant payout**

Contrary to the traditional gambling companies where the big payout is withdrawn in pieces, our players can withdraw the ESC rewards in the shortest time. There is no need for the billing system or payment cards. Only the player is free to choose how they will use the reward.

- **Full independence**

EtherSport is fully independent from regulation, including the governmental one, which usually leads to financial losses and possible problems for the players because of the unforeseen obstacles.

EtherSport Advantages

Security

Simple registration

Participation and
jackpot payout
anonymity

Transparency of all
money operations

0% probability of
influencing the result

Quick payouts

No centralized
determination of the
coefficient

No hidden withdrawal
fees

Project scalability due
to the broad target
audience

Limitless reward
amounts

3. Technical Implementation

Smart Contracts Technology

EtherSport's operation core is based on the [Ethereum](#) platform, which is intended for creating decentralized online services.

Implementation of smart contracts allow the system to eliminate the main disadvantages of the traditional gambling business. Thanks to the transparency and cryptographic reliability, **EtherSport** plans to attract thousands and millions of new players from all over the world.

EtherSport protocol solves the problem of trust between all the network's participants. In the traditional lotteries and bookmaker companies, there is a large number of employees that are in charge of the betting validation and payouts. This often leads to the possibility of various fraud schemes that depend on the human factor. Those are always made in favor of the bookmakers, lotteries and all possible middlemen, but not in favor of the players. **Smart contracts** in EtherSport protocol eliminate these disadvantages. They act automatically according to the Code is a Law principle. In fact, they are an **escrow** element within the network. All information about the bets is kept on the blockchain, which makes the payout system 100% transparent — **NO hidden interests** and temptations for various manipulations, based on the human factor and directed against the players.

EtherSport platforms aims to:

- speed up the payout process (payout speed is limited only by the speed of transaction processing within the Ethereum network, which is less than a minute);
- make the jackpot generation process and access to the information about it transparent;
- eliminate the fraud risk;
- anonymize the participation — no third party is going to keep your data;
- get rid of the hidden fees and manipulations with the betting and payout amount — the information on all rewards is public.

It is worth mentioning that EtherSport is primarily a software product that will be continuously improved to attract new audiences. In this regard, the system will have an open fee, which will be used for developing and improving the protocol and adding new functionality.

Architecture

EtherSport Platform

The EtherSport architecture is based on Ethereum. Ethereum is the most advanced platform, which has the most suitable characteristics for implementation of all basic functions. The key advantage of Ethereum over other analogues is the smart contracts logic, as well as high processing speed of the transaction within the network. In addition to smart contracts, Ethereum provides several important services from the WEB 3.0 stack like Swarm and Whisper.

Whisper is a communication protocol that provides exchanging messages between players.

Swarm is a protocol for distributed storage of data. It is an analog of IPFS, but developed by the Ethereum team. Initially, the implementation of the distribution and storage of data in the network will be implemented on IPFS.

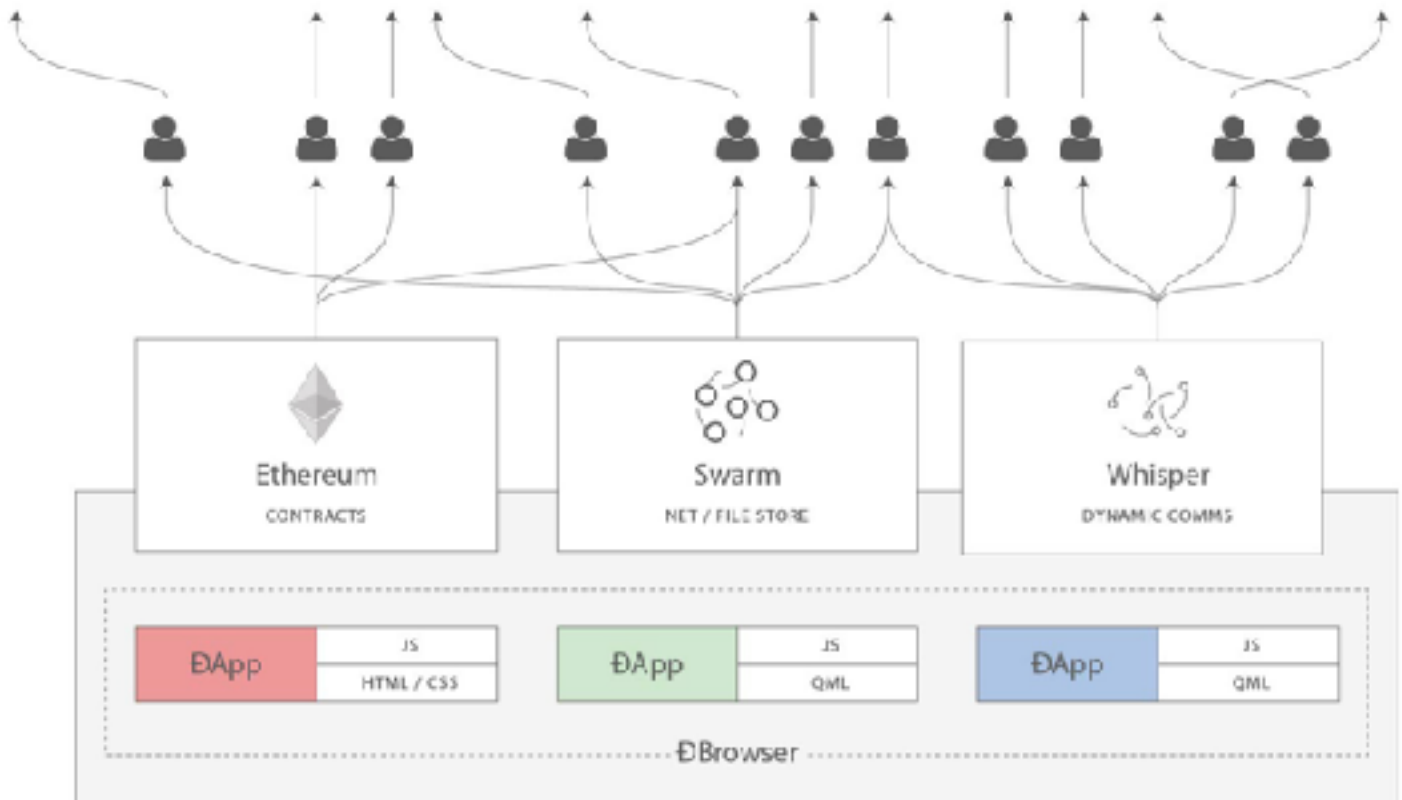


Image 1. **Ethereum architecture diagram**

Interface

The user interface will be developed in HTML and JavaScript (+ Web3.js). In fact, it will be an interface for working with the EtherSport network.

Data Storage

Storing large volumes of data on a blockchain is too expensive and irrational. To publish rates in peer2peer mode, as well as lottery tickets, we use a distributed IPFS file system. Smart contracts will store a link to the lottery tickets that are placed in IPFS. The lottery ticket will be archived for at least a month after the lottery end.

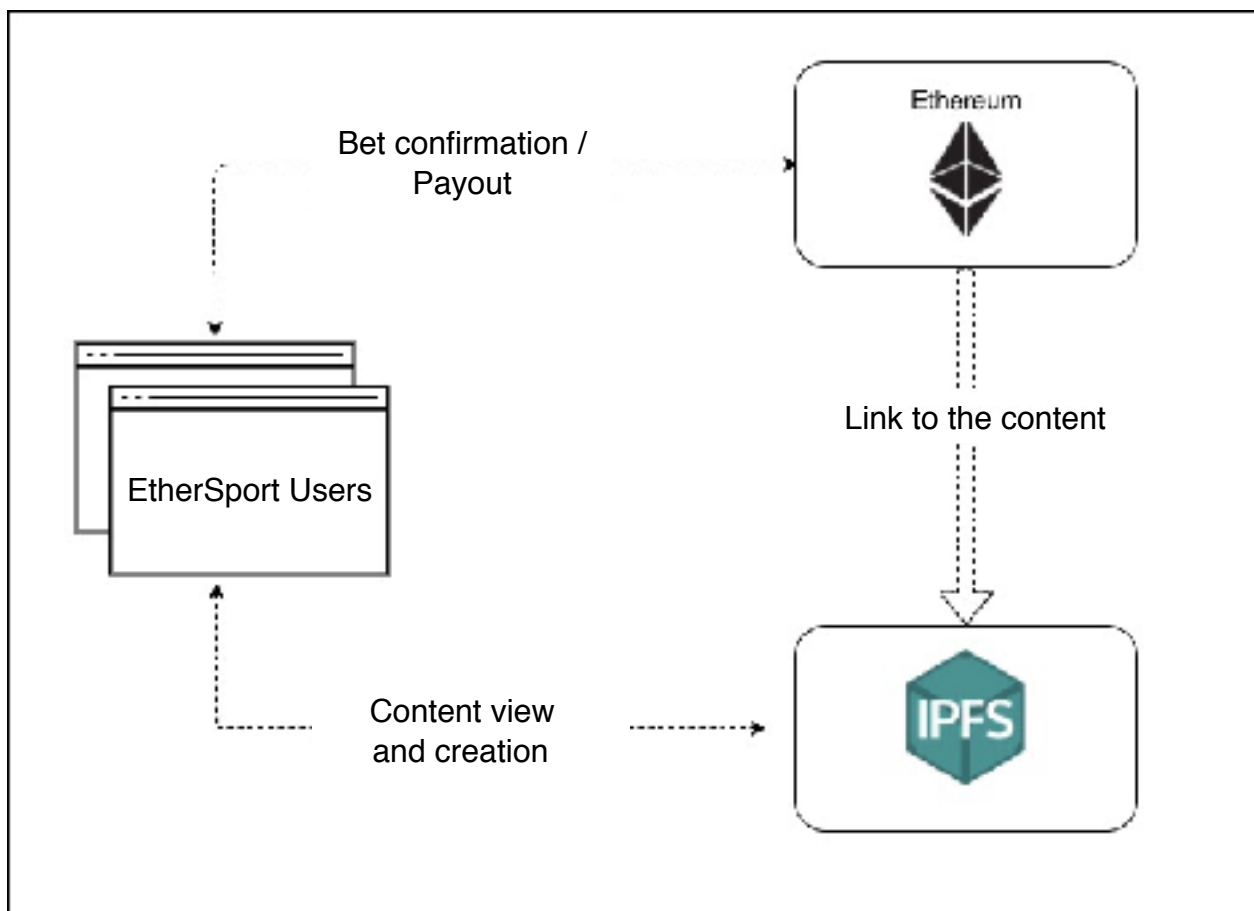


Image 2. **EtherSport system components diagram**

Smart Contracts

EtherSport smart contracts will be developed using [Solidity](#), which is currently the main programming language for the contracts development for Ethereum Virtual Machine (EVM).

4. EtherSport Platform Description

Roles

EtherSport protocol contains certain roles, their rights and responsibilities within the system. In the original protocol design, the following roles exist:

1. **EtherSport (The official lotter)**

EtherSport platform offers its own lottery, rules, results and winning funds distribution. Our responsibility is to provide a list of all events and their results from the certain sport leagues. Moreover, EtherSport provides a simplified internal exchange of the ESC to Ethereum.

2. **Players**

Can buy lottery tickets from lotters to participate in the “Lottery 11”, as well as play peer2peer on the proposed by other players’ terms and conditions.

3. **Lotters**

Can create and host “Lottery 11”. In fact, this is a player who has fulfilled some requirements and got the right to publish their version in the “Lottery 11”. Each lotter receives a percentage of the amount of bets collected from the line provided by him. Requirements to become a Lotter will be described in the rules published on the EtherSport system.





























4. **System developers**

Interested in developing and improving the EtherSport infrastructure. After launching the core functions, the team of developers will continue improving the system, add new functions, and stay active participants of the EtherSport community. This will guarantee development of the product and growth in demand for tokens.

5. **Token holders**

The system’s users who will hold EtherSport tokens on their wallets.

The list of supported leagues in the EtherSport system

Sport	Supported leagues	P2P bets	Lottery 11
Football	FIFA, UEFA, COFEDCUP, EPL, MLS, ELO, ELT, FACUP		
Basketball	NBA, FIBA, NCAA Men's, EuroLeague		
Hockey	NHL, KHL, AHL, IIHL		
Baseball	MLB, NCAA Baseball, World Series of Baseball		
AM Football	NFL, NCAA		
Cricket	ICC, CWC, INTC		
Rugby	NRL, RFL, EPSHIP, TRC, RWC		
Tennis	ATP, DAVISC, ITF, GST		
Golf	PGA, ETOUR, RYDRCUP		
Boxing	International		
MMA	UFC, BEL, ACB, M1		
Olympics	Winter, Summer		
Horse Riding	International		
Motor Sports	NASCAR, FORMULA-1, INDYCAR		
eSports	Dota, CS:GO, LoL, HotS, HS		

Betting Modes

EtherSport contains two main playgrounds:

- **“Lottery 11”** - innovative online sports lottery platform.
- **Betting exchange (Peer2Peer)** - One on one, one against all.

“Lottery 11”

This type of bets combines a lottery and some elements of sport betting.

How does “Lottery 11” work?

The official Lotter publishes a line of 11 unrelated events to the network — a lottery ticket, which is a bet. Each lottery ticket is limited by time and contains events that all start almost at the same time (60 minutes difference is allowed) and last the next 3 hours. We keep 1 hour of buffer time in case of delays at some events. By the end of event, the results will be processed by EtherSport system and jackpot will be raffled off.

Each event has three (in some cases two) ways of outcome: 1st team wins, draw or 2nd team wins. In some sports (like tennis), the draw is not possible — in this case, the event has only two variants of outcome, win of the first or win of the second team. Players buy lottery tickets for internal ESC tokens. The cost of each lottery ticket is equivalent to \$1 and displayed in ETH, the value of which will constantly differ depending on the ETH/USD rate. Players fill it in and confirm the ticket by sending it to the blockchain.

Event ID	Teams/participants	1st team win	Draw	2nd team win
1	Bayern vs Real Madrid	1 	x	2
2	Man United vs Chelsea	1	x 	2
...
11	Milan vs Roma	1	x 	2

Image 3. An example of a lottery ticket

Jackpot is the sum collected from all not distributed and not won funds in the previous lotteries.

Current bank is the amount collected in the current lottery as a result of bets in EtherSport system according to the lottery rules.

Bingo 11 is the prize amount, excluding the amount paid to the players correctly determined the result from 7 to 10 events in the first lottery after the jackpot won. It transfers to the next lottery.

If the player correctly predicted 11 events, he wins a Jackpot = the collected bank for all the lotteries.

If the player correctly predicted 7 to 10 events, he wins the current bank x coefficient, in which the coefficient is, for example 0.22 for 10 predicted events, distributed among the number of players who guessed 10 events. View the table 1.



Image 4. Visualization of “Lottery 11” mode

Jackpot

The player gets the jackpot in case of the correct prediction of all the 11 events. The jackpot and the current bank is distributed in percentages depending on the number of guessed events. In order to win, you need to correctly predict at least 7 events. The Table 3 shows the percentages of the distribution of the jackpot and current bank.

Table 1. **Distribution of the jackpot and the current bank**

Number of guessed events	Percentage of the winnings from the lottery
11	100% (jackpot)
10	22%
9	15%
8	10%
7	8%

Forced jackpot

The system reserves the right to hold a forced jackpot. The forced jackpot is held only in case a certain amount of tokens has been collected in the jackpot, which makes it impossible to continue the purchase of the lottery tickets. In case of the forced jackpot, the percentage will be distributed from the amount of the whole collected jackpot, considering the current bank.

The distribution mechanism for the jackpot, forced jackpot, current bank and P2P bets will be presented in more details in the rules for this project.

Rewards and profit distribution

Table 2. **Rewards and profit distribution**

Players	55%	Winnings according to the lottery rules
EtherSport	15%	For providing the platform, marketing, maintenance, determination and specification of results, regulation of arguable points etc.
Lotter	15%	For providing their line in the “Lottery 11”. The Lotter gets 15% from the amount of all bets, collected by the line of this Lotter. EtherSport (an official lotter), or the player who has fulfilled some requirements and got the right to be the lotter and present their line in the “Line 11”.
Token holders	15%	We have foreseen certain payout that will be paid to the token holders every month.

Profits of the token holders

Token holder — a person who has purchased our tokens at the ICO stage.

15% from the collected bets in each “Lottery 11” in the EtherSport network are charged to the Token Holders. A Token Holder get a rewards proportionally to the invested funds into ESC.

Each month, till the 5th day, 15% from the collected amount in the “Lottery 11” will be distributed among all the token holders, proportionally to the number of tokens each holder has. Payouts are enabled only for those token that are out of the EtherSport system. If the player has won, withdrawn the tokens and decided to leave them on the wallet to get bonuses, then this token amount is added to all the token outside the system, and, respectively, to his tokens as well. The payouts are made to the wallet of the Token Holders. Token Holders are given 3 months to open their wallet and prove their activity (which indicates that the wallet has not been lost). If the Token Holder doesn't prove that within 3 months, his bonuses are distributed among other participants. Therefore, EtherSport prevents sending our tokens to potentially lost and disabled wallets.

Peer-2-Peer Bets

The EtherSport network also supports one-on-one and one-against-all bets, an analogue of the betting exchange.

To participate in this mode, the player chooses an event he's interested in, the amount of the bet, as well as the coefficient. After the player offers the bet, it is published on the network. Once there is a player who accepts this bet, they enter into a smart contract. At the end of the event and the publication of the result, the winnings are distributed according to the smart contract. EtherSport gets a 2% fee for organizing the process and providing a gambling platform. The fee is charged for each win in the concluded bet.

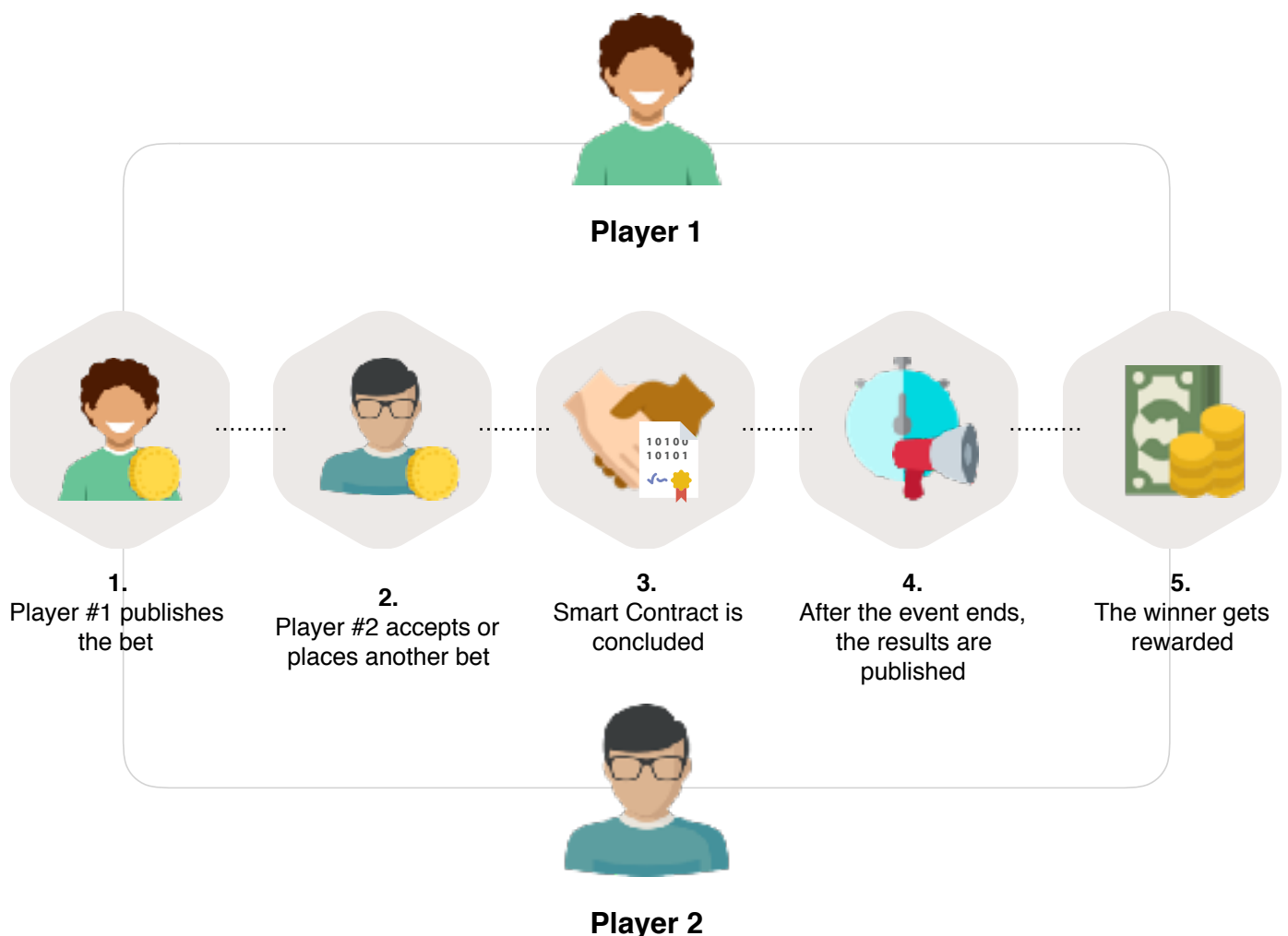


Image 5. **Visualization of the peer2peer mode in the EtherSpor networkt.**

5. Ethersportcoin Token (ESC)

Information about the ESC token

Table 3. General information about the ESC token

Project title	EtherSport
Coin title	Ethersportcoin
Symbol	ESC
Website	ethersport.io
Whitepaper	http://ethersport.io/whitepaper.pdf
Token supply	100, 000, 000 ESC
Hard cap	US\$30 million
Soft Cap	-
Conversion (05.10.2017)	1 ETH = ~300 ESC
Bonus structure	discount
Pre-sale	Yes
ERC20-token	Yes
Development plan	Yes
Date of token distribution	Within 10 days after the ICO ends.

Internal tokens EtherSport are called ESC (short of the **Ethersportcoin**) and comply with the [ERC20](#) standard. **ESC** is an internal currency and is used to conduct all operations within the EtherSport system. For ESC, you can buy lottery tickets, as well as make and accept bets (P2P).

The key to your EBC can be stored on the wallet provided by EtherSport platform, on the standard Ethereum wallet, or on the wallet supporting the ERC20.

The history of ESC paid to the players and lotters will be stored and publicly available. Thus, each lotter will have a "reputation" that will help players to choose the lottery in which they want to participate and see how popular and stable this lotter is, how often he provides events for the players. Each lotter is in charge of building his reputation.

ESC Tokens Distribution

During the ICO, **100,000,000 ESC** tokens will be created:

- 70% (**70'000'000 ESC**) will be distributed publicly within Pre-ICO and ICO;
- 13% (**13'000'000 ESC**) will remain at EtherSport for supporting the game process;
- 1% (**1'000'000 ESC**) will be left in the system for building the first jackpot;
- 5% (**5'000'000 ESC**) will be allocated for the bounty campaign;
- 1% (**1'000'000 ESC**) will be distributed among advisors;
- 5% (**5'000'000 ESC**) will be paid to the project founders and the team;
- 5% (**5'000'000 ESC**) will be paid to the Angel investors.

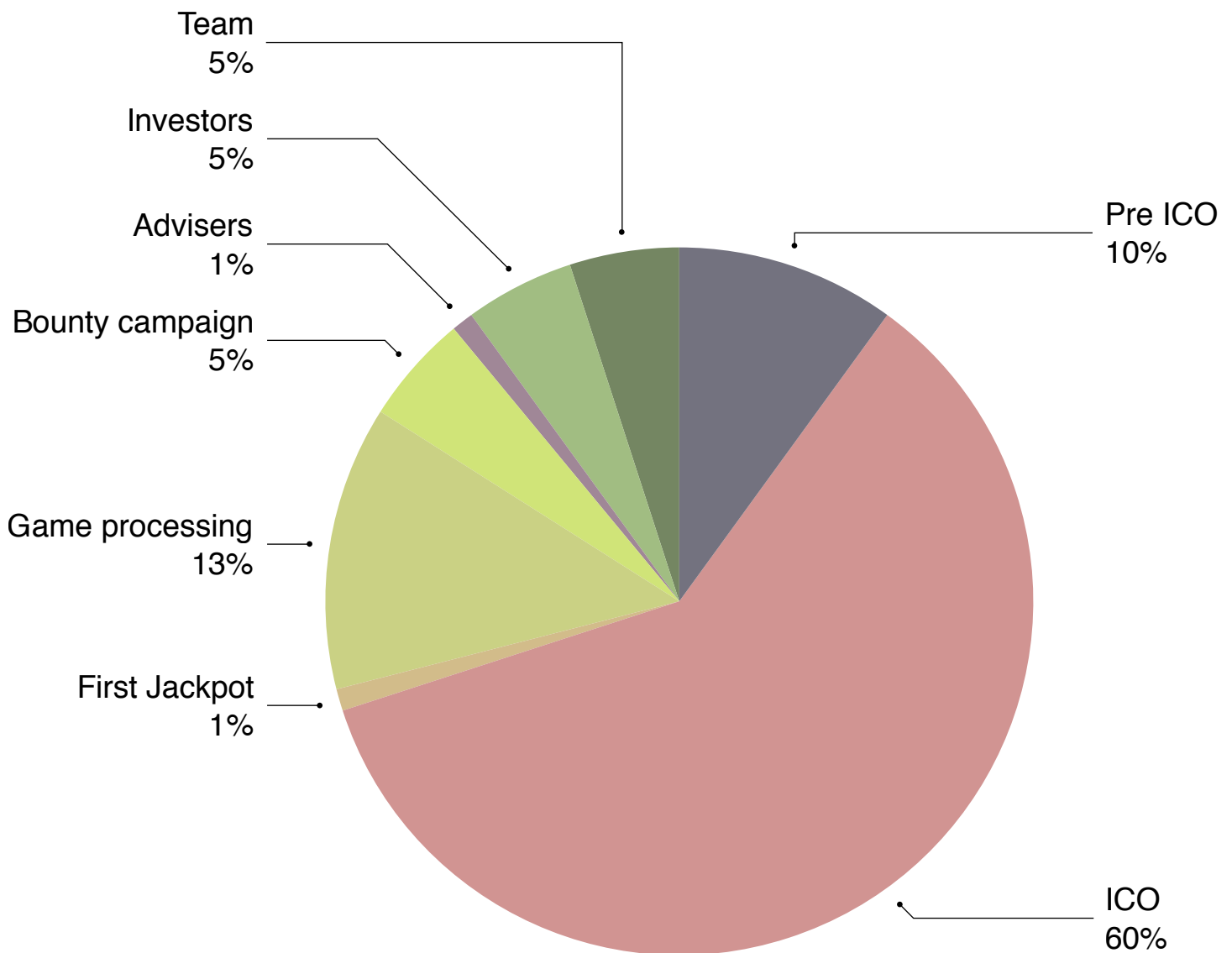


Image 6. Token distribution chart

In case all tokens that are foreseen for sale are not sold at the certain stage, the rest amount will be sold at the next stage. By the sale of all planned tokens at a certain stage over a smaller time frame than it was expected, the next stage starts automatically.

5% of tokens distributed among the bounty campaign participants will be credited during one week after the end of ICO. The participant who has received tokens, has the right to use them at their will. In case of not complete ESC sale, unrealized tokens will be kept within the smart contract and used for the ticket sales.

If less than 60% of tokens will be sold, the surplus will be used for the system support. These tokens will be fixed on the smart contract balance and can be only won within the lottery. Other withdrawal options will be blocked.

ICO Flow

Each participant of the EtherSport crowdfunding campaign will receive a respective amount of ESC tokens.

Investors will have access to the preliminary token sale within Pre-ICO. During the **Pre-ICO, 10,000,000 ESC** tokens will be sold at **0.0005 ETH for 1 ESC**.

Token distribution during ICO will be implemented in **4 stages**. In general, ICO will last one month.

Tokens that were not sold at a certain stage, will pass to the next stage. Part of the money collected within the ICO will go to the initial bank of the “Lottery 11” for to the jackpot. At the moment of the system creation, **EtherSport will invest in a jackpot of 1,000,000 ESC**, including unsold tokens left in the smart contract.

Table 4. **Token distribution and ICO stages.**

Stages	Duration	Start date	End date	Amount of tokens for sale	Price per token in ETH	Amount of tokens per 1 ETH
Pre ICO	1 week	13.11.2017	19.11.2017	10,000,000	0.00050	2, 000.00
1 stage	1 hour	21.11.2017 12:00 UTC	21.11.2017 13:00 UTC	10,000,000	0.00100	1, 000.00
2 stage	1 day	22.11.2017 13:00 UTC	29.11.2017 13:00 UTC	15,000,000	0.00130	769.23
3 stage	1 week	22.11.2017 13:00 UTC	29.11.2017 13:00 UTC	15,000,000	0.00170	588.24
4 stage	3 weeks	29.11.2017 13:00 UTC	20.12.2017 13:00 UTC	20,000,000	0.00200	500.00
Total amount of tokens				70,000,000		

Budget Distribution

With the aim of creating the EtherSport platform as soon as possible, an amount of not less than **\$500,000 should be collected**. The maximum amount that should be collected by EtherSport for realization of all basic and additional functions, as well as the global promotional campaign and attraction of as many participants as possible, is beyond discussion.

EtherSport will invest the funds received during ICO in the **project development and the global marketing campaign** (South and North America, UK, Australia, China, South Korea, Portugal, Brazil, France, Germany, Spain, Italy, Bulgaria, Ukraine, Russia, Kazakhstan, Belarus, Israel, countries of the Arabian Peninsula, India, etc.).

EtherSport is an already launched project, and the platform development will continue regardless of the collected funds.

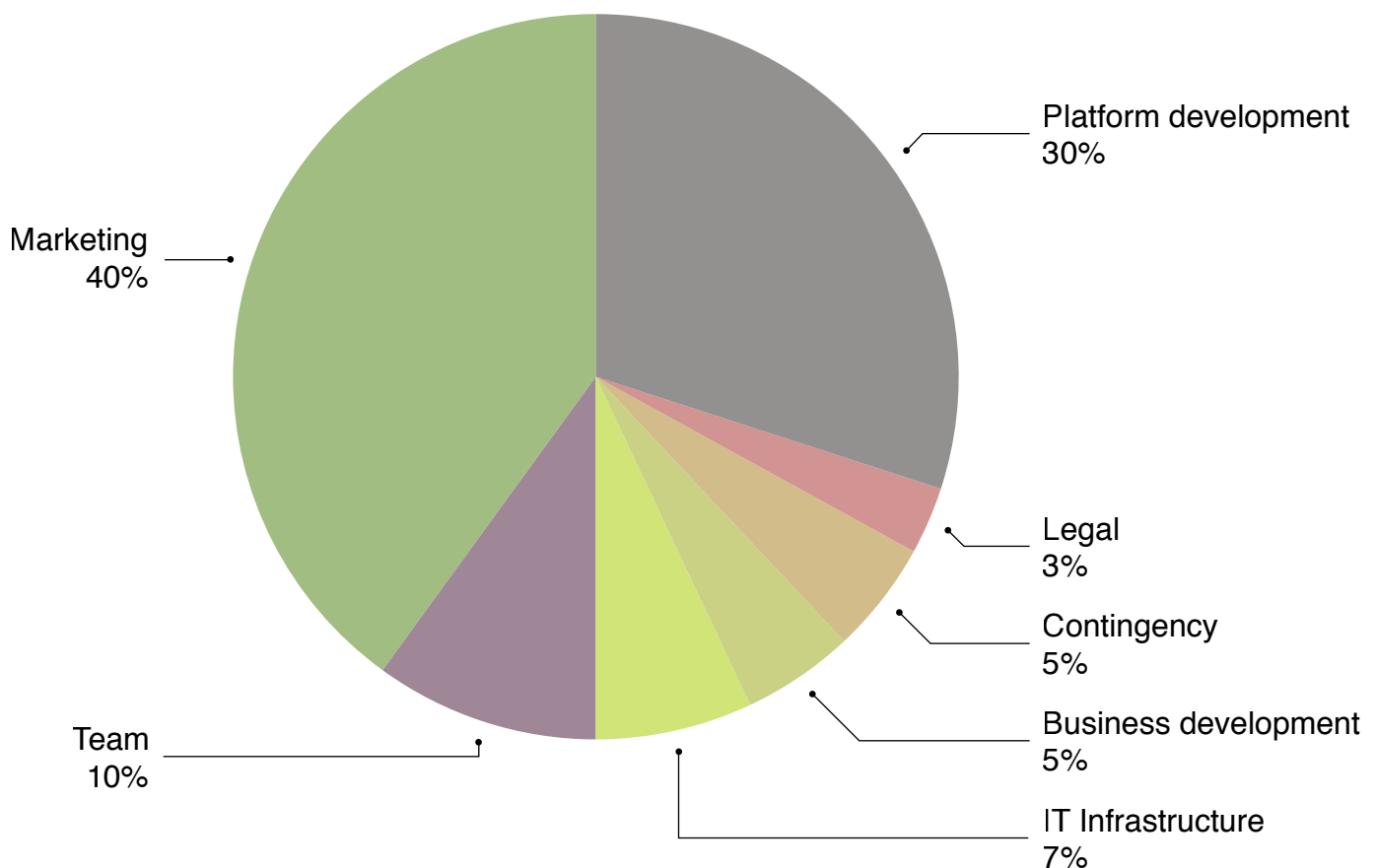


Image 6. **Budget distribution chart**

6. Roadmap

The development of the EtherSport concept ended in March 2017. At the moment, we have a clear vision of the development and promotion of the product. The core of our team consists of professionals in the field of software development, management, marketing, as well as specialists in the gambling industry.

The implementation of all EtherSport functions will be conducted in an open mode. On our blog, we will constantly inform investors and players about the stages of product development and improvement.

The realization of all major functions and modes will be completed in early 2018. After this, the team will begin developing and expanding the functionality, which will allow EtherSport to attract more new players.

Feedback plays an important role in the development of EtherSport. We will create a forum for players and investors where they can share their ideas and recommendations for improving the system. We will be in touch with everyone individually, as well as listen to the common opinion. In case many lottery participants express a single opinion on the change or addition of a particular function, we will certainly implement it, if this is technically possible.

Preparation and development stages



March 2017

EtherSport Idea Formation

At this stage, we have established the main team and fully described the project idea.

June 2017

Project Architecture

The complete architecture and the operation mode with the Ethereum blockchain prepared.

July 2017

The Team and Project Start

A 10+ members team is established. The team started developing the EtherSport main platform and “Lottery 11”.

September 2017

Preparation to the ICO

Marketing team is complete, all the elements required for ICO are prepared.

October 2017

Website and White Paper

Ethersport.io website is created and the project Whitepaper is presented to the whole community.

November 2017

ICO Launch

At this stage, we are planning to launch ICO campaign for the EtherSport project. It will last till the mid December.

December 2017

Preparation to Run on the Test Environment

At the ICO final stage, our team will start preparing to launch the platform in the Ethereum test network.

Q1 2018

"Lottery 11" Launch on the Test Network

A beta version in which players can manage their wallets and participate in Lottery 11, provided by the first lotteries. At this stage, we will be able to test the system, get feedback from users and fix the bugs.

Q1 2018

"Lottery 11" Launch on the Main Network

"Lottery 11" launch on the main Ethereum network. Using ESC tokens, players will be able to buy tickets, lotteries will provide a list of the events, and investors receive their dividends.

Q2 2018

The Launch of P2P Betting on the Test Network

Launching the beta version of the betting function against each other, where players can choose their own events, and set their coefficients and the amount of the bet, choosing their opponents with the opposite bet.

Late Q2 2018

The Launch of P2P Betting on the Main Network

After all elements of the peer2peer betting mode are tested, this mode will be launched on the Ethereum main network.



Q3 2018

The Launch of additional EtherSport functions

After all the elements of the EtherSport system are launched on the Ethereum main network, the developers will start developing additional functions. Among the primary goals are: ingame chat, a complicated ticket for the "Lottery 11", adding points and total in peer2peer mode.

Q4 2018

New lottery types

The users can expect new types of lotteries and bets.

7. The Team

EtherSport team have years of experience in the lottery and bookmaker industry. Our developers have been practically working with the blockchain and smart contracts from the moment this technology appeared.



Timofei Bezruk

Co-founder

Timofei is a business consultant in gambling and lotteries. He is backed by many years of experience in entrepreneurship and doing business at the highest level.

Within EtherSport project development, Timofei is in charge of the idea creation and platform concept, in order to create the most transparent and interesting gambling experience for users.



Алексей Цимбал

Co-founder and CEO

Aleksei has a many years' experience in entrepreneurship and bringing the companies to the next level by integration innovations into the business. Currently, the whole attention of Aleksei is directed to technologies, closely connected with the blockchain integration to the finance, investment, and payment industries.

Aleksei is the head of the project and a tech leader when it comes to the questions of the blockchain technology integration, as well as realization of the decentralized and transparent gambling platform.



Leonid Astrakhanskyi

Co-founder and Investor

A top-class professional in the finance with over 30 years of European experience. Leonid is specialized in managing the whole number of accounts, including financial and administrative reporting across various European markets.

Leonid is the investor in EtherSport and, at the same time, is in charge of the legal documentation for the company establishment and registration of all required documents in various jurisdictions.



Liudmyla Klochan

Leading Lawyer

In addition to her managing partner role, Liudmyla has a varied practice involving both contentious and non-contentious regulatory, commercial and trust matters.

Liudmyla advises international regulated businesses on TIEA requests, international tax and regulatory investigations. Liudmyla contacts with United States SEC issues involving company.



Mike Balagna

Marketing Advisor

Insightful and multi-talented, Mike has been phenomenal in giving shape to many innovative marketing ideas. Shows great expertise in communications strategy and planning, media relations, collateral developments and other allied functions. A PR professional who has served as Marketing and Communications Manager for Dcorp.it, he brings value to EtherSport from multiple angles. He's advised and managed the success of several projects in the Blockchain space, including Nexus Social, Gladius.io, and Network Units.



Frank Bonnet

Technical Advisor

Founder and Developer of Dcorp.it, having advised several other successful ICOS, Frank Bonnet comes with nine years of experience designing, as well as building countless enterprise .NET applications. Co-founder, developer and owner of "DS Verzekeringen", an insurance company in the Netherlands and many



Hansko Leek

Business Advisor

Early Bitcoin adopter and investor, successful stockbroker, entrepreneur and Business owner. Has had great success trading and speculating on many markets. Co-owner / founder at Autodealers (a successful Automotive IT company) among others. A co-founder of Dcorp, and a valued advisor of several successful Fintech projects and ICOS. Hansko is a strong supporter of Ethersport and his vast expertise of business and management brings value to our team.



Melcom Copeland

Gaming Advisor

14-years of extensive C-Level Business Development and Sales of B2B and B2C iGaming

solutions and services including betting exchange, sportsbook, football pools, virtual racing,

casino games, and casino payment solutions covering web, mobile, and retail channels.

Expert in conceptualization, development and commercialisation of Electronic Point-of-Sales



Gene Libov

Security Advisor

Certified Information Security professional Gene Libov has been helping healthcare, consumer goods and technology companies keep their critical information safe for more than 18 years.

Prior to establishing Planet 9 Security Consulting, Gene was Director of Blue Shield's Security and Technology Assurance team. In addition to leading IT and security audits as well as HIPAA and SOC 1 compliance activities, he oversaw internal and third-party security assessments, other web-based projects, Ether enthusiast, and investor in both mining and trading. Experience with developing contracts in Solidity using Truffle and Mocha.



Gary Baiton

Business Development Advisor

Gary's entrepreneurial spirit was evident early in his career, as he founded his first company, a first browser based virtual private network called AllVpn, before he turned 25. He co-founded and served as CSO and VP of Marketing for Hotcreditreports, Inc., where he led both the strategy and marketing efforts of the company's domestic operations.

Gary is currently on the Board of Directors and Advisory Boards for multiple companies.



Max Krupyshev

Advisor

Max has a Bachelor's degree in Physics and Master's in Business Administration. He heard about Bitcoin for the first time in late 2013 right after completing his Master's degree in Management. Max was immediately inspired by the innovative and disruptive technology behind Bitcoin and quickly made a name for himself in his local Bitcoin community. Max has also worked for one of the biggest Bitcoin Cloud mining platforms prior to becoming Product manager and later Chief Operating Officer at Cubits.

8. Conclusion

Blockchain-based **EtherSport** system is an absolutely innovative, decentralized, and open platform in the gambling industry. EtherSport provides equality for each participant in the system, and smart contracts guarantee the fulfillment of all conditions and payouts. It is a platform, in which everything is as open as possible to all. Each participant can become both a player and a **Lotter**, which allows you **earning rewards** regardless of the outcome of the events.

For **our partners** who purchased tokens at the ICO stage, the EtherSport lottery offers comfortable and profitable terms that will allow the investor not only to acquire Tokens at the lowest price, but also receive dividends, proportionally to the invested funds, during the whole time of EtherSport existence.

Players are provided with a convenient interface that will make them feel comfortable and enjoy all the functionality of both the advanced user and the newcomer. Our administrators will help everyone to adapt to the gaming process. The price of the lottery ticket will allow each inhabitant of the planet Earth to take part in the lottery. Since we are running a sports lottery on the Blockchain system, this makes the system completely decentralized, democratic and open.

No regulations! EtherSport just provides a list of 11 sports events and no one can influence on the outcome, except for the athletes participating in these events.



ETHERSPORT

EtherSport team is grateful to you for your attention to our project and highly values that you have studied this White paper and are going to take part in our ICO. It means that the time and money we spent on this document made it not only informative, but also catchy. In our turn, we invite you to join the EtherSport project.

Invest and get profit!

Respectfully,
EtherSport team

Whitepaper versions

Version 1.0 as of 16.10.2017 - https://ethersport.io/whitepaper_1.0.pdf

Version 1.0 as of 10.11.2017 (current):

- Advisory board added (page 33-35)