



gamblr

WHITE PAPER

Abstract

Gamblr is a next-gen casino game platform with incredible user experience based on EOS blockchain. We are committed to building the leading online gambling platform with multiplayer mode based on EOS advantages.

We believe in the EOS community's power and share most of our game profits with token holders. As we focus on innovative approaches to the casino games in EOS, we are convinced of long-term growth of the platform.

V.1.1

November 2018

gamblr.one

1. Introduction

The Gamblr team has enriched and raised the experience in online gambling games to a new level. From 2015, we were actively focused on blockchain research and decided that the blockchain future belongs to the DAPPs. This technology can provide full transparency to all processes and bring great value to the community.

But we didn't see any other opportunity to develop our DAPPs before EOS blockchain was released. Only EOS can offer such incredible speed and flexibility to build these high-loaded apps on blockchain.

Gamblr's mission is to bring a next-gen gambling platform to the EOS community. When we say "next-gen", we mean incredible game design, fairness, and outstanding user experience with

these games. But the main advantage will be the multiplayer mode. Imagine a poker tournament for 1000 players with a huge pot based on EOS fairness. Only one blockchain can pass as that incredible case. That's why we love EOS. Gamblr focuses only innovative approaches to build cutting-edge DAPPs and expose EOS power!

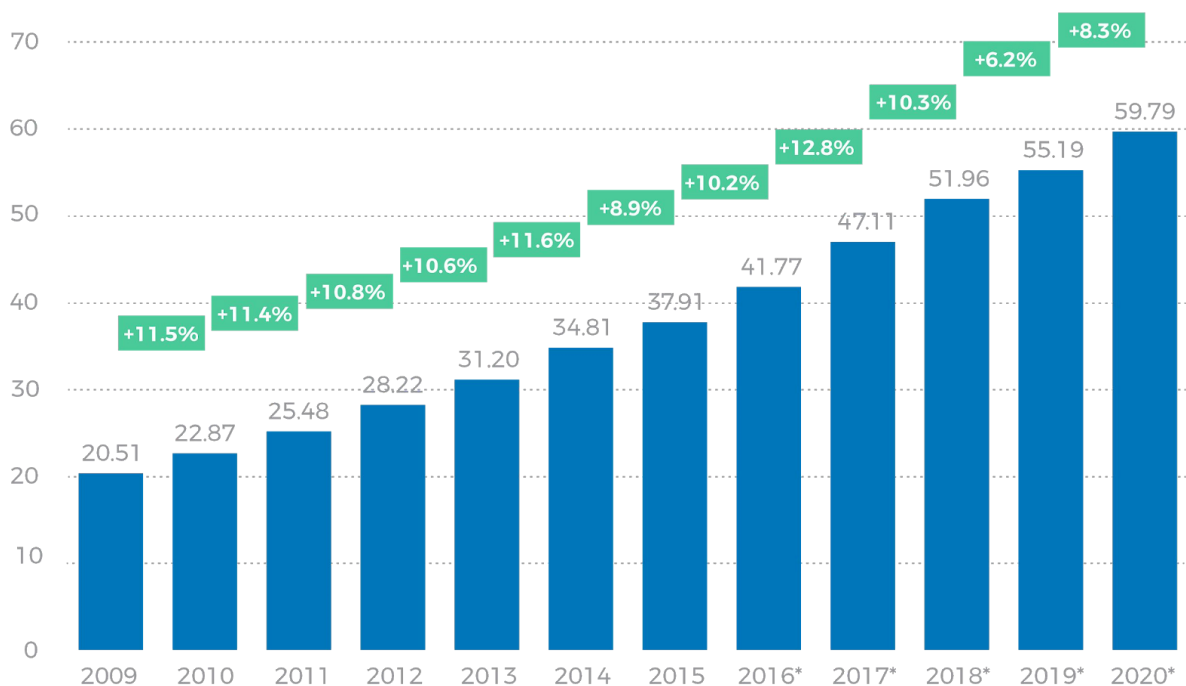
We believe that platform value is made by users, so 70% of profits from all Gamblr games will be distributed between our token holders. By supporting our platform, you will get infinite dividends.

2. Market Overview

Online gambling games include activities like blackjack, poker, casino games, sports betting, bingo and lotteries. Among these, casino games and sports betting occupy the largest share of the market. Casino games are like roulette, dice, or slot machine ect. Some indicates that the volume of online gambling will reach 59.79 billion dollars in 2022.

The online gambling industry is booming. It is an industry that is in rapid expansion, with annual growth rates of over +10%. The total revenue development of the online gambling market is also positive. On average, revenues grew by +24% in Q4/2017 compared to the previous year.

Size of the online gambling from 2009 to 2020 (in billion USD dollars)



Sources:

James Stocks & Co; H2 Gambling Capital; iGaming Business © Statista 2018

Additional information:

Worldwide; H2 Gambling Capital; iGaming Business; 2009 to 2015

3. Game Platform

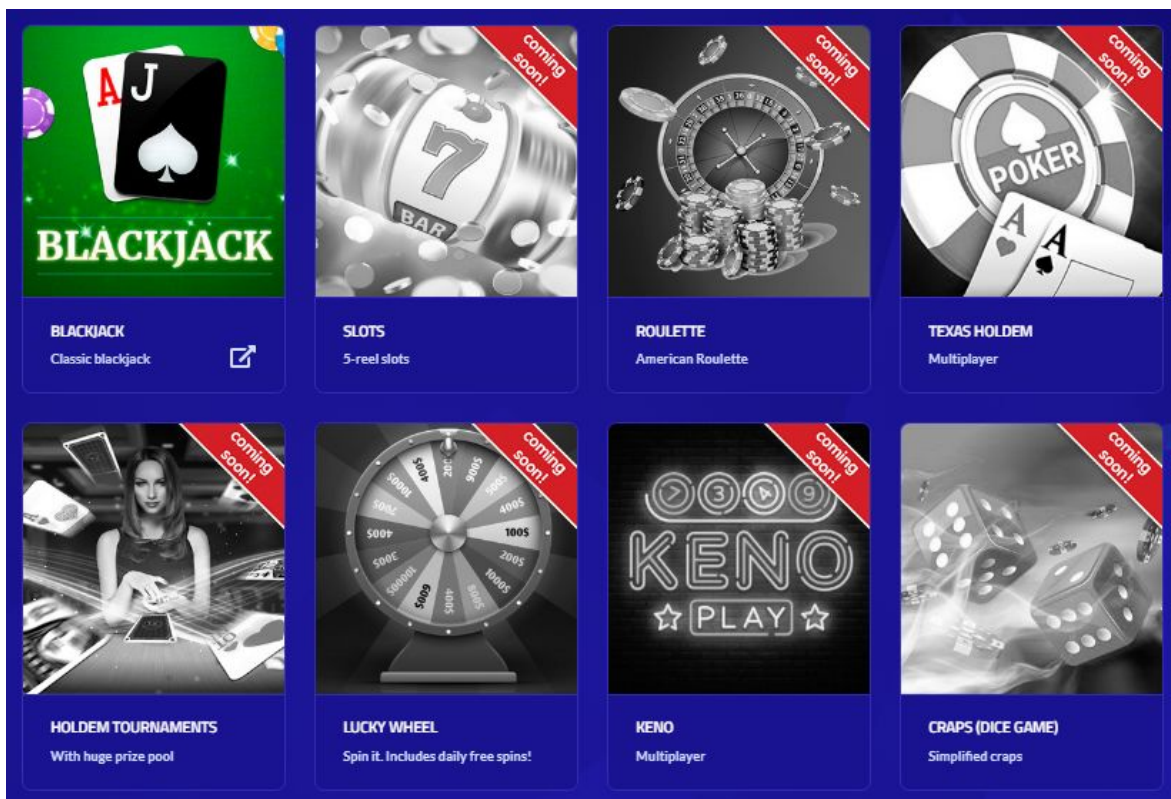


The speed of EOS.IO allows us to build truly exceptional gameplay by using blockchain technology and smart contract driven game logic.

EOS is a lot faster than closer competitor Ethereum, so gambler frontend and additional backend processing will be able to handle these numbers of transactions and we are on the way to support it.

3.1 Various Games

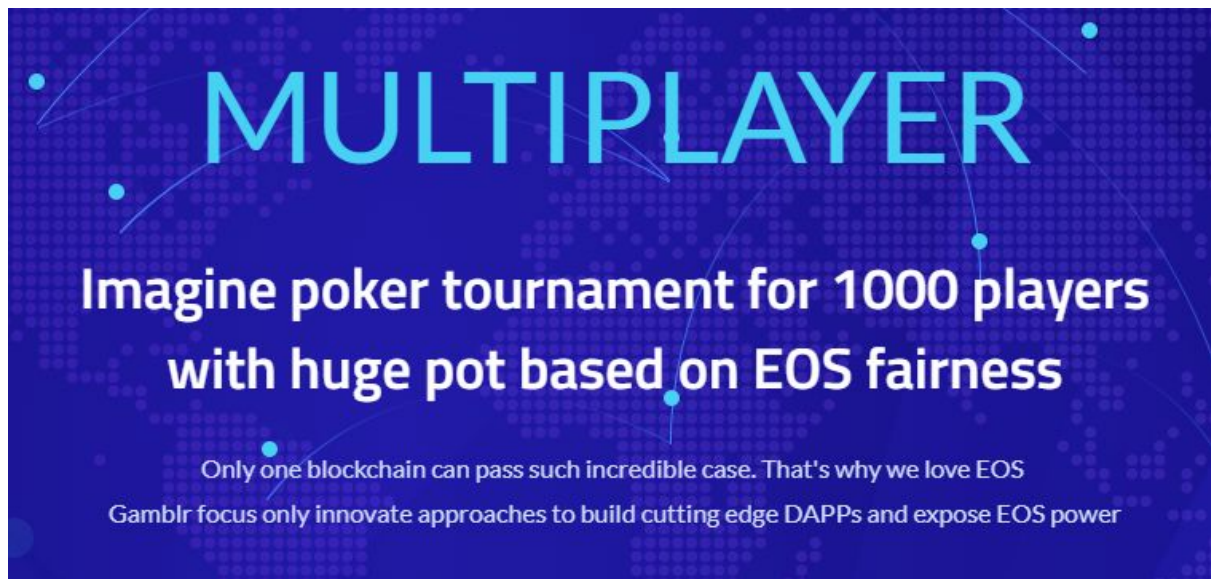
Gambler will be launching a variety of different games. The first game on the platform is a classic Blackjack, which will be launched along with gambler.one platform. We will release additional newer games according to the progress of development and the popularity of the existing platform games. The gambler.one development team is extremely experienced and is capable of releasing 2 to 3 new games every month.



3.2 Multiplayer as the key to unlimited growth

With EOS performance we can bring real multiplayer to gambling apps. Multiplayer games will help to form solid community with great return rate.

Regular tournaments and contests based on EOS fairness and performance will strengthen the community and provide more organic users even why didn't use EOS before



3.3 Safe to fund and play

As per many hacks in EOS platform we defined layers of accounts to make sure all funds aren't at risk. Private sale contract is separate right now from the game. Game pot is available in main contract, dividends is available in another smart contract, users funds are returned back to user instantly.

3.4 Betting Rewards

Players who bet with EOS on gamblr.one will receive platform token GAMBLR. GAMBLR is the platform's dividend certificate. See Chapter 4 "Platform Token" for more details.

3.5 Player Leaderboard

With various of ranking mechanisms, we can reward users who are in high participation. Players can not only gain different kinds of rewards, but also interact with other players by checking the leaderboard.

3.6 Play together - invite friends

Don't miss out the chance! Refer a friend to earn 0.5% of each loss!

3.7 Vote for development plan

We will keep developing new awesome games. All GAMBLR token holders will have the right to vote for our development plan.

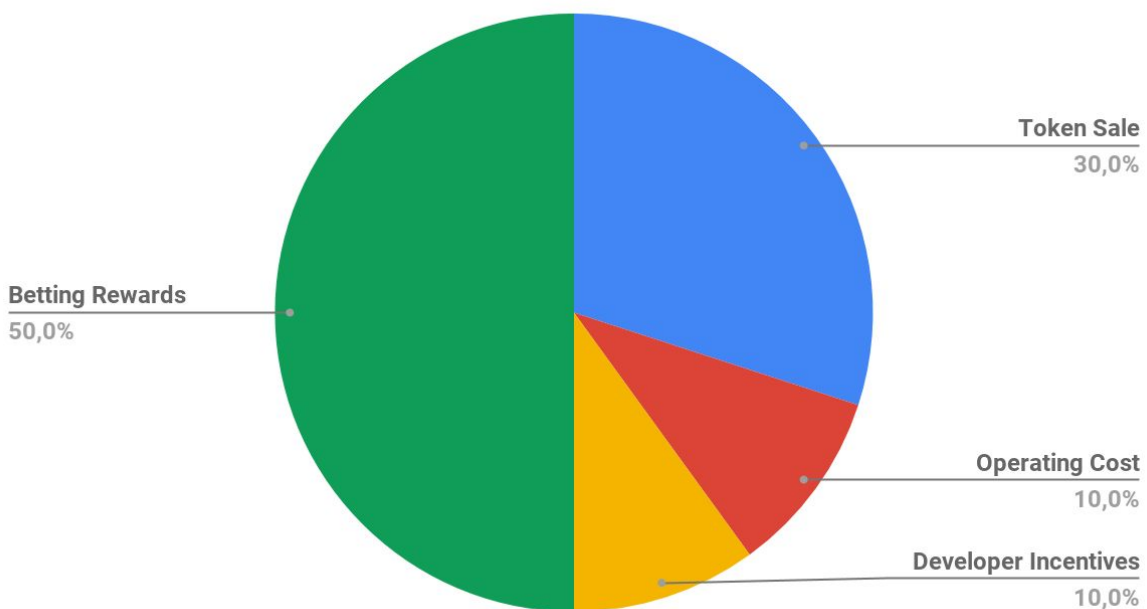
4. Platform Token

We firmly believe that players are shareholders, and that players should be shared with the platform's profits instantly, to achieve the common governance of the platform. We issue our platform token GAMBLR(gamblr.one Token), and instantly share the platform's profits according to the proportion of players' holding.

4.1 Token Distribution Plan

GAMBLR Supply: 100,000,000 (one hundred million)

Distribution of Tokens



4.2 Betting Rewards (50%)

We adopt the method of "betting is mining", which means that players can be rewarded with 2 GAMBLR for every bet with 10 EOS (for Blackjack, the reward is 4 GAMBLR). When the game is officially launched, each player can be rewarded with 3 times GAMBLR tokens for the first 20 EOS of the bet in each game, each day, and he can also participate in the games as well as the dividends of the platform. Mining rate will be changing accordingly to remaining tokens from mining pool.

4.3 Token Sale (30%)

Operating a gambling platform needs huge budgets, spending on like the initialization of the prize pool, marketing and development activities, staking CPU and NET, and buying RAM and so on. We are planning to raise 300 thousand EOS with the price of 1EOS=100GAMBLR. According to the market demand, the token sale plan may be adjusted. If the market demand is huge, we may increase the token price, and vice versa. If this portion of 30% have not been sold out, we will put the remaining into the pool of Betting reward. Tokens acquired from the token sale can be used to share the dividend of the platform's profits, and can be traded freely in the exchanges.

Note. Do not send your EOS directly from Exchanges. It may cause a loss of your invested EOS or GAMBLR tokens.

4.4 Developer Incentives (10%)

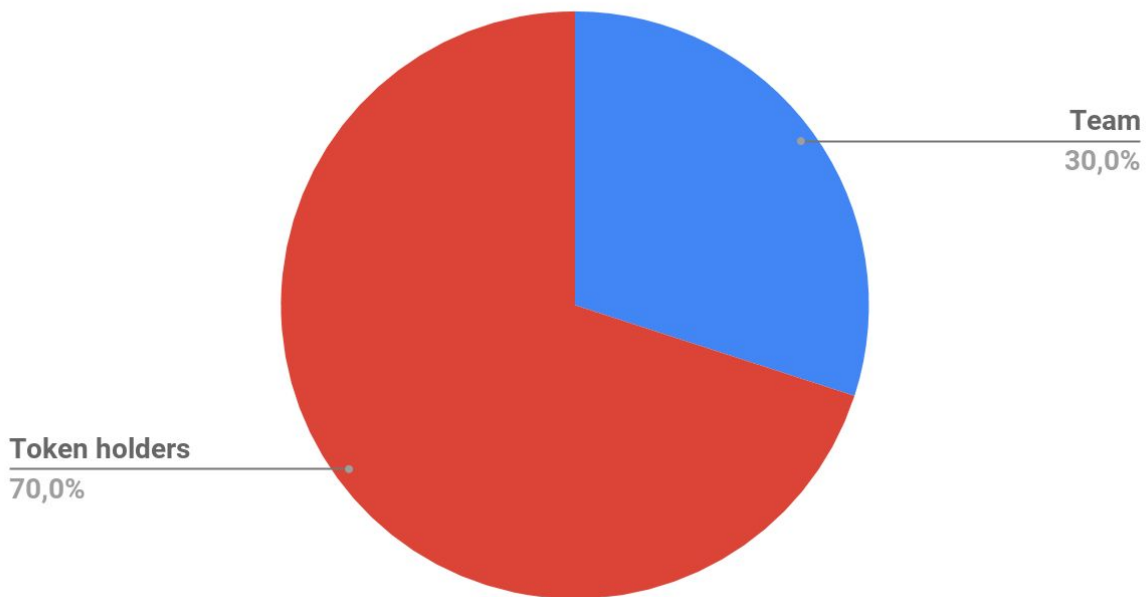
We will constantly launch new games on time, and also cooperate with external development teams to introduce more new games to gamblr.one. To incentivize these development teams, we will hold up 10% for them, namely 10 million tokens. At the same time, to protect the interests of each token holder, this portion of tokens will be gradually released, not at a time.

4.5 Operating Cost (10%)

Our platform will take out 10% of the tokens as operating cost, rewards for players to report bugs and other activities prizes. This portion will be released irregularly according to the daily operational activities that all players can pay attention to.

5. Platform Profits Distribution

Structure



5.1 Token holders

70% of all profits will be distributed between token holders that staked tokens for payouts during appropriate period.

5.2 Team

30% will go to the team as ongoing expenses. This will be especially important for further brand and possible new games development once we excel to be the best online gambling platform.

6. Disclaimer / Legal

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