



## **Elves Token**

**Gaming application ecosystem  
based on block chain technology**

**white paper**

# Introduction

The dark web of the world's decentralized organizations, referred to as ELS, guides mankind to the bright road and realizes the redistribution of wealth. In the process of trial and error, more and more productive groups are marginalized by wealth, which is the pain of the development of civilization.

ELS is the world's first truly built based on the block chain technology, focusing on the ecosystem of gaming services, the use of intelligent contract mechanism, and through the block chain technology of decentralization, traceability and information can not be tamper-proof, the construction of a common online and offline chip digital industry public chain for the gaming industry.

Top hackers development team, based on entity gambling company, create the first moyu Elves fission game, the game chip digital tokens ELS made its debut in the application, the development team is to let his mind of all participants in the game and ELS have preliminary cognition, for the Elves to forge a gambling Token success road. The best public chain preheating. ELS release mechanism, refusion by collision star.

ELS white paper is written by a group of hackers who study

the block chain technology. It is organized into a book in an easy to understand way to guide human beings into the tunnel of light of block chain through innovation and core competitiveness.

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## The first chapter: Gambling development background

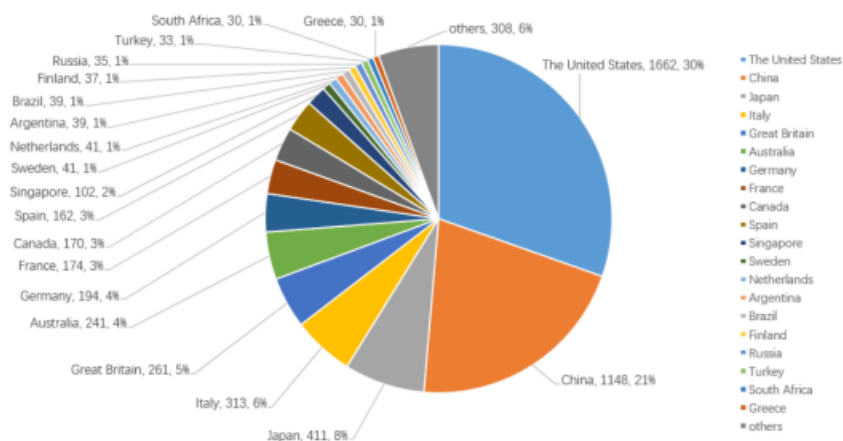
### 1.1 Gambling historical development background

The earliest originated in horse racing, gambling between the early medieval manor at that time in order to show his own estate postilion cracked and the strength of the horse, a horse race, at first is a battle between two manor, attracted a lot of villagers watch later, the farmer and attracts more and personal interest, finally formed a kind of important social activity. Before racing activities people hold different point of view, and the result of the game so that some people in order to prove his prediction is right, by means of bet to verify their own right, to the bet fair and reasonable to make the winner gets, people usually give bet to respected, honest credible intermediary custody, and pay a few tips. With some benefits, the middlemen became more interested in the game, and later they became professional bookmakers, and today they are professional bookmakers.

### 1.2 Gambling industry scale

More than 100 countries and regions have legalized gambling and entertainment. The global gaming and entertainment market is

expected to reach \$836 billion, according to British publishers, and could exceed \$1 trillion by 2020 if the various underground gaming and entertainment markets converge. The us gaming and entertainment market is the largest with \$192.2bn, or 30 per cent of the global market.



2017 global market size forecast and global top 20 markets

### 1.3 Market analysis of gambling industry

Global online gambling and entertainment industry market analysis in recent years, the world's attitude towards online gambling and entertainment has changed to different degrees. In 2019, online gambling and entertainment will be legalized in 90 countries, generating an estimated \$39 billion in revenue. Since 2020, some countries and regions have joined the legalization of online gambling and entertainment business, providing the government with high



taxes. According to incomplete statistics, Jamaica, Colombia, Switzerland, Portugal, Poland, Romania, the United States, Massachusetts, Michigan and Pennsylvania will legalize online gambling entertainment. New Jersey gets more than \$100 million in revenue from online publishers, which undoubtedly craves other countries. In Europe, online gambling entertainment in the UK has experienced rapid growth, with around six out of ten adults taking part in online gambling entertainment, according to incomplete statistics in 2019. There are more than 18 million online gaming and entertainment accounts in the UK, as well as dozens of major online gaming and entertainment sites. The Numbers are piling up. The Italian government's revenue from online gambling and entertainment will be 297 million euros in 2019, up 20 percent from 2018. The government is preparing to raise the levy on interactive entertainment bonuses from the current 6% to €500 to 10%. Portugal recently legalized online gambling and entertainment. Online gambling and entertainment companies with Portuguese licences pay the government variable tiered rates. A 15 per cent tax is imposed on sites with annual revenues of less than €5m, with rates as high as 30 per cent as income rises. The Portuguese government received an average of 8% of the tax revenue from its initial €

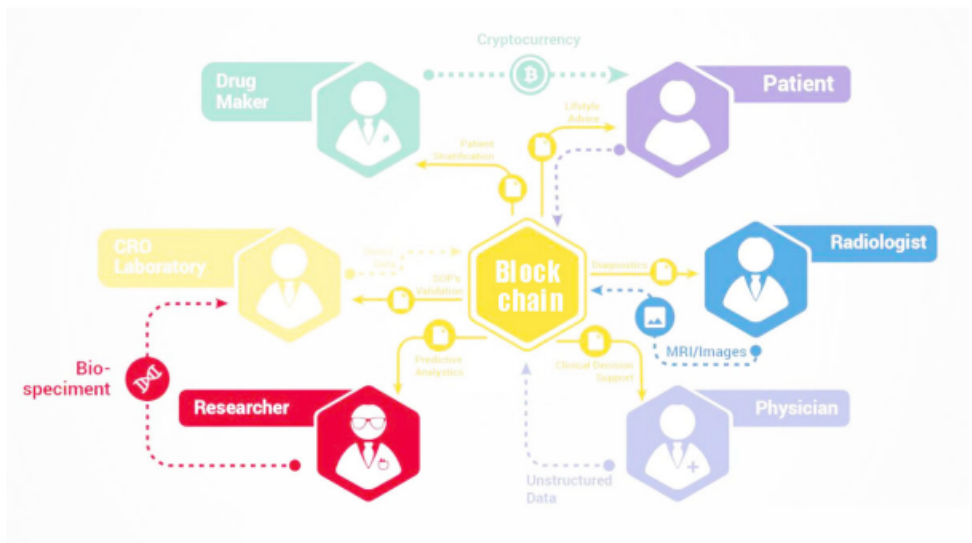
30m gaming and entertainment business. With the growth of gambling, the average tax revenue now accounts for 16% of the total gambling and entertainment business.

## The second chapter: The development background of blockchain

### 2.1Blockchain background

What is a blockchain? Block chain is essentially a decentralized distributed books database, its value is that by building the organization network, the use of cryptography associated algorithm produced a string of data blocks, not tamper with the time, every data block contains many times trading effective confirmation of information, thus establishing the mechanism of distributed consensus, so as to realize decentralized trust system. As the block chain of bitcoin's underlying architecture technology, bitcoin has demonstrated to the world the possibility of value transmission without intermediary by taking advantage of such features as decentralization, non-forgery, transparency, distributed bookkeeping, non-tampering and intelligent contract. Simply put, blockchain is a database with several interesting features. First, it is immutable, meaning that records can only be added to this database, not removed or changed. Second, blockchain databases are distributed across multiple computers that hold partial or complete copies of the database. The bitcoin blockchain, for

example (yes, there are many types of blockchain) is stored on millions of machines. The focus is on distinguishing private blockchains from public blockchains such as bitcoin, ethereum and hyperledger. All computers in the former network are controlled by one organization and cannot be accessed freely. Another important feature is the ability to deploy a piece of computer code into a blockchain, where it is stored and executed permanently because the database is immutable.



## 2.2Blockchain era 1.0

Blockchain 1.0 is the era of virtual currency represented by bitcoin, which represents the application of virtual currency, including its functions of payment and circulation, etc. It mainly has

the decentralized digital currency transaction and payment function, with the goal of realizing the decentralization of currency and payment means.

Currency is the most typical representative of the chain block 1.0 blocks the development of the chain to get the market of Europe and the United States and other countries to accept, at the same time, it has given rise to a lot of money trading platform. Realized the monetary part of the function, can achieve goods trading. The currency outlining a grand blueprint, the future of the currency no longer relies on the release of central Banks, rather than the monetary unification of globalisation.

Blockchain 1.0 only meets the needs of virtual currency, although the blueprint of blockchain 1.0 is huge, it cannot be popularized to other industries. The era of blockchain 1.0 is also the era of virtual currency, with a large number of counterfeit COINS emerging.

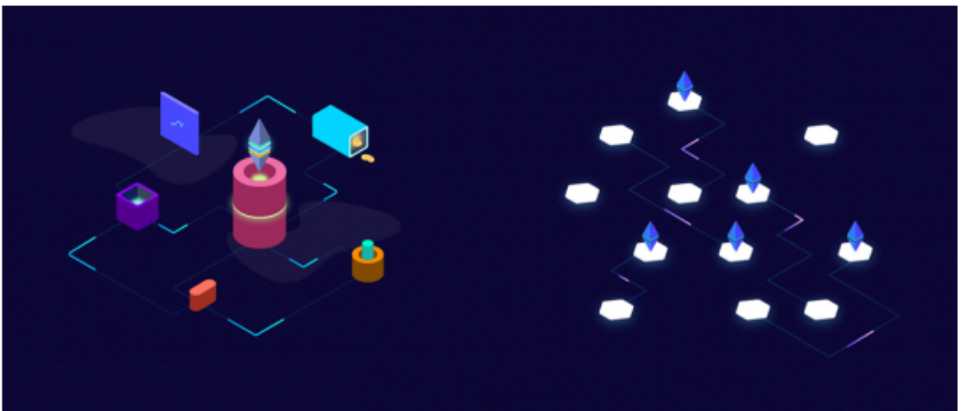


## 2.3Blockchain 2.0

Block chain 2.0 refers to the intelligent, intelligent contract combined with a currency, to the financial sector provides a more extensive application scenario. Block chain relative financial scene has a strong natural advantage. In short, if the bank for international transfer, may need to get through each kind of environment, currency exchange, transfer operation, an inter-bank issue and so on. The block chain to realize point-to-point operation, to avoid the intervention of a third party, directly implement point-to-point transfer. Improve the working efficiency. A smart contract is an early concept. "a smart contract is a set of promises that are digitally defined, including agreements on which contract participants can implement those promises."

Block chain is 2.0 representatives' etheric fang. The etheric fang is a platform, it provides various modules allow users to build applications. The application of the platform, in fact is the contract. This is the core of the etheric fang technology. The etheric workshop provides a powerful contract programming environment, through the development of the contract, the etheric fang implements a variety of commercial and non-commercial environment complex logic. The core of the etheric fang with COINS there is no essential difference between the system itself. And the nature of the etheric fang is the comprehensive implementation of intelligent contract. Support the contract. Let block chain technology is not only a issuing. And provides a more commercial, non-commercial application scenario .

In other words, ethereum = blockchain + smart contract

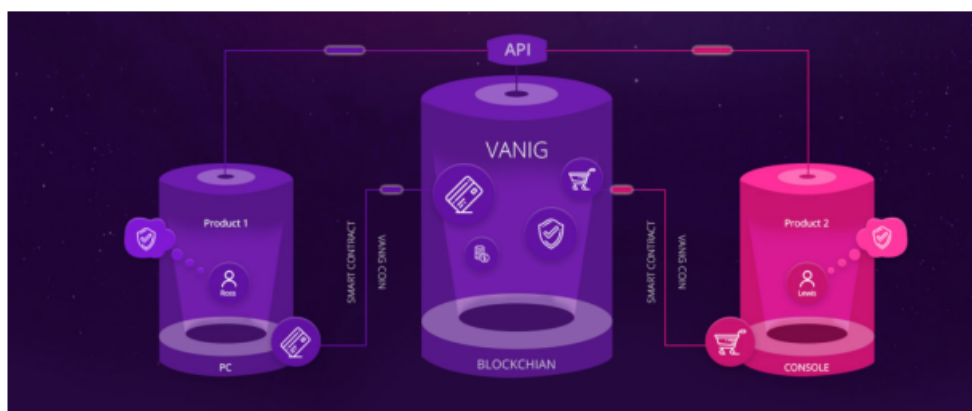


## 2.4Blockchain 3.0

Blockchain 3.0 refers to the application scenarios of blockchain in various industries outside the financial industry, which can satisfy more complex business logic.

Blockchain 3.0 aims at all aspects of life. Therefore, blockchain 3.0 will be more practical and enable all industries. It will no longer rely on a third party or an institution to obtain trust and establish credit.

It can also be said that blockchain 1.0 is the germination of blockchain technology, blockchain 2.0 is the landing of blockchain technology in the direction of finance and intelligent contract, while blockchain 3.0 is the landing and realization of technology to solve the problem of mutual trust in all walks of life and the security of data transmission.





## The third chapter: Gaming plus the meaning of the block chain system

3.1 The development of traditional gambling industry is facing problems

On the one hand, the risk control system of the gaming industry often appear in the data island, low-quality data, and data breaches, block chain was applied to the big data risk control system, using all the data in the chain of chain forecast analysis, risk control department can be found in time and prevent systemic risk, and effectively solve the problem of insufficient data in a large data validity, so as to better safeguard gambling market order;

Brush list. On the other hand, fraud and other kinds of cheating is the main means to disrupt the gaming market, at the same time, the traditional centralized operation for online gaming platform lack of credibility, and block chain to join, make the data record store jointly by every trade node, a single node cannot optional data or changes, increase or decrease improve data authenticity, also make the platform credibility is greatly enhanced. To sum up, traditional gambling has the following five disadvantages

1. Authenticity of users. We participate in a gambling or

guessing game online, but we don't know if the other person is a real user. Maybe it's a robot set up on a platform.

2. Fairness. One of the most difficult problems in online gambling is the fairness problem. The developer group can change the code within the system because both parties start with a distance game, and what is actually seen in the poker playing game is not what is going on "behind" the game, thus becoming an important issue online.

3. Asset safety. Online gambling often require a platform as a set, when the user to enter the credit assets, leaving for fiat, during which the most key role is platform, need through the platform of pass in and out of assets operation, in general, capital inflows will be more secure than outflow, and even some small platform there is a direct banned account, its reason is found that the user is not normal cash flow.

4. International payment. In a global online gaming platform, cross-border payments are often difficult to resolve, and digital assets in blockchain systems are not confined to borders.

5. User privacy.

The above are the main problems in the current online gambling industry. According to incomplete statistics, the global online gambling industry has reached nearly 60 billion, and who can solve

the above problems, we can think that he will create the market value of BBB 60 billion.

In addition, while solving the disadvantages of the traditional online gambling market, the online gambling platform based on blockchain also brings new ways of playing and a wider user base. Through the smart contract, not only can realize all kinds of gambling scenarios, different levels of complexity of the bet delivery, users can also set up their own bureau, realize online gambling customization, and completely not subject to the traditional geographical restrictions. Meanwhile, blockchain-based gaming platforms support bitcoin and ethereum. A variety of digital currencies, such as the usdt, have also moved away from traditional single-currency chips.



### 3.2 Block chain to solve the gaming business pain points

Generally speaking, the blockchain attribute of Elves Token public chain has major significance for the gambling industry across times and boundaries:

Block chain + gaming = transparent and tamper-resistant; block chain technology can ensure participants address (purse), the rules of gambling, gambling bet, bet results such as information open and transparent, do not be tampered with, Elves Token public chain completely changed the fraud, fraud and other stereotypes vices, solved the casinos, online gambling platform, gaming group bureau cannot industries (since the innocence. Meanwhile, based on the completely open and transparent environment and open public supervision, Elves Token public chain can also reshape the trust system of the gambling industry, improve the contract spirit of participants, and maintain a good platform order.

- smart contract delivery: Elves Token public chain realizes the delivery of bets in various gambling scenarios and different complexity levels through customized smart contracts, so as to eliminate default risk among gambling participants and ensure the interests of all parties to be deducted or arrived safely, timely and unimpeded. The preset smart contract can also realize the delivery

of long-term bets across time and space. Once the trigger condition is reached, the smart contract will be directly executed or provide evidence.

- encryption and protection: the encryption features of wallet addresses (on behalf of gambling participants), digital chips and other blockchain data can effectively protect the information security of all gambling users, especially to meet the privacy needs of medium and high-end VIP customers, which can improve the reputation of the platform, improve the service level and public reputation of the platform.

- get rid of the traditional regional restrictions: users can through the Elves Token public chain network gaming platform, each client (referred to the court gaming) gambling anytime and anywhere, you can block chain wallet using digital chip set by bureau of C2C OTC OTC gambling, it can make people around the world across geographic barriers use of fragmented time to participate in gambling entertainment anytime and anywhere.

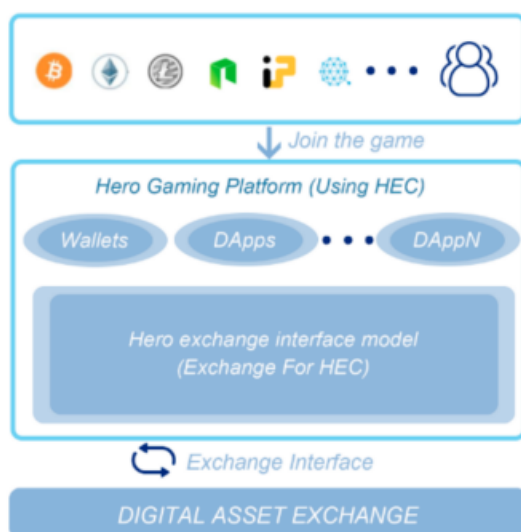
- the storage of bet assets is also a big drawback of online gambling. In a traditional centralized gambling platform, you send your personal money to the platform, which records your balance in a database, and you think you have that amount in your account.

This process is also completely centralized, and you have to trust that the platform owner will not change your money information in the database at will. Blockchain does away with third-party databases altogether, so you don't have to send money to anyone. For example, you may not even have an account, and you can use your personal digital wallet to store and pay for your assets. You are always in control of your own money, and you no longer have to trust the platform to participate in the game.

- global payment, low fee. Cryptocurrencies built on blockchain, which are fully virtualized and can be used to make cross-border payments in the system without exchange, are the world's natural currency.

### 3.3Blockchain gaming innovation experience

The online gambling market includes traditional online gambling, which usually refers to the websites, apps and live broadcasting platforms that provide gambling services. The global gaming platform based on blockchain is not only the creation but also the emerging blockchain casino (coinage gaming), which usually accepts digital currencies such as BTC and ETH, but also will bring more than 20 million digital currency players around the world.



### 3.3.1 Case 1 traditional gambling rules

1) traditional online gambling 1) live interactive live casino with real person gambling, in which players participate in the whole process of Dutch official licensing, betting, opening, and deciding the winner and the winner through video. Theoretically, all the offline casino with the participation of the Dutch officials can be live broadcast.

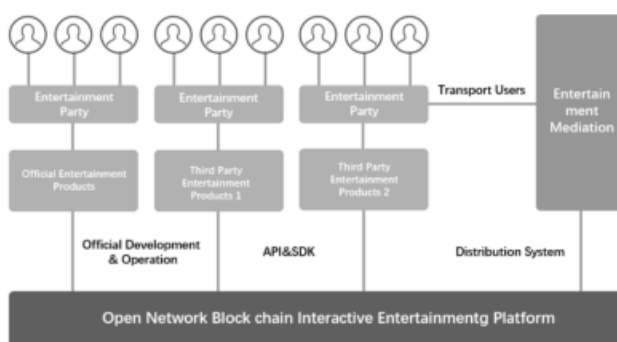
2) electronic games (such as slot machines, fruit machines, etc.), as well as online gaming platforms based on online board games, such as Texas hold 'em, online mahjong, etc.

3) online lottery is an online lottery platform that provides betting and lottery services based on the lottery results issued by the state



or licensed enterprises (such as welfare lottery, sports lottery, etc.).

4) sports events provide online gambling platforms for sports competitions such as football and basketball, as well as e-sports and other gambling services, which provide gambling products with specific or floating loss rates based on scores, tie results, or even scores within a specific period of time, for users to place bets and draw prizes online.

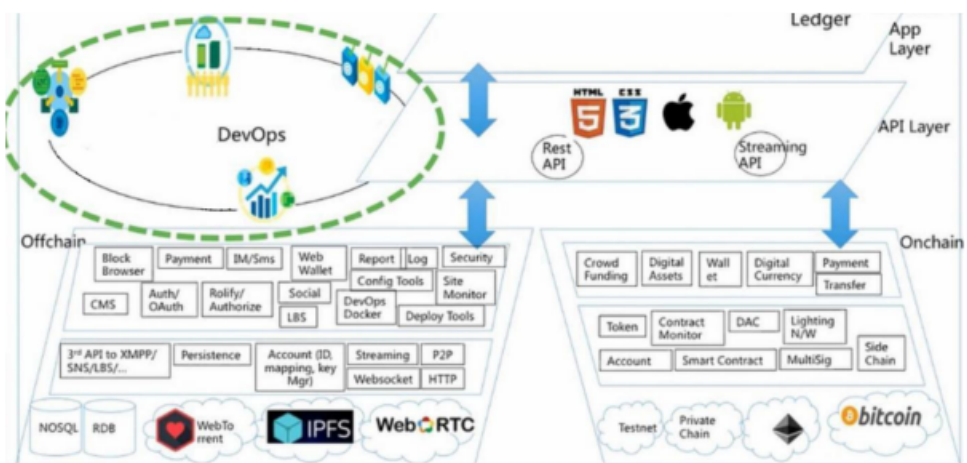


### 3.3.2. Block chain gambling gameplay

Block chain casino (coin-ring gambling) is relatively simple in the application of block chain technology at this stage, and there are few types of gambling, usually a "guess the size" game (coin-ring will call this game dice). The user can choose between 0.0001 99.9998 any number as a set of (two) winning conditions (such as < > 50.4999 49.5000) and betting digital currency, such as COINS BTC,



etheric fang ETH, etc., after the system will generate a set of server SHA256 hash value of the random seed, coupled with the user's own random seed, the seeds of both together after the hash operation produce fair and random betting results, according to the result value judgment whether the user wins and click the odds to return to the corresponding digital currency. Since the random number generation method of dice is similar to the generation mechanism of bitcoin address, the private key of bitcoin goes through a series of hash operations, and then the public key is generated, which is irreversible. So if you know the address of a bitcoin, you can't deduce the private key for that address, just as you can for random Numbers in dice. Thus, ensure the fairness of the lottery results.



### 3.4 The significance of big data in the gambling industry

Elves Token public chain actively introduces big data technology, which can greatly improve the service quality and service efficiency of the gambling industry. Generally speaking, big data has the following major significance for the gambling industry:

- the essence of the gambling industry is mathematics. For non-random gambling products, the probabilistic analysis of various factors is particularly important, and big data can provide sufficient and accurate probabilistic analysis.

- both casinos, game manufacturers and users can dynamically adjust odds and bet amount at any time according to the big data service provided by the Elves Token public chain to ensure the maximization of their own interests with big data.

- big data can achieve multi-dimensional user portrait. On the one hand, Elves Token public chain can help casinos, game manufacturers and platforms to optimize user service strategies, such as promotion based on user regions, habits, preferences, and personalized recommendation of gambling products. On the other hand, Elves Token public chain can provide in-depth digital financial services such as microfinance and insurance based on user credit information, probability statistics, etc., so as to provide better

services for users.

- through long-term statistics and analysis of historical data, big data results such as gambling indexes and industry reports can be formed, providing a theoretical basis and data model for the sustainable and healthy development of the global gambling industry

### 3.5 The meaning of artificial intelligence of gambling industry

Elves Token public chain utilizes artificial intelligence AI technology, combines platform big data and machine learning, can make a qualitative leap in the service quality of the gambling industry, and greatly improve the intelligence, security and efficiency of online gambling.

In general, the main significance of artificial intelligence for the gambling industry is as follows:

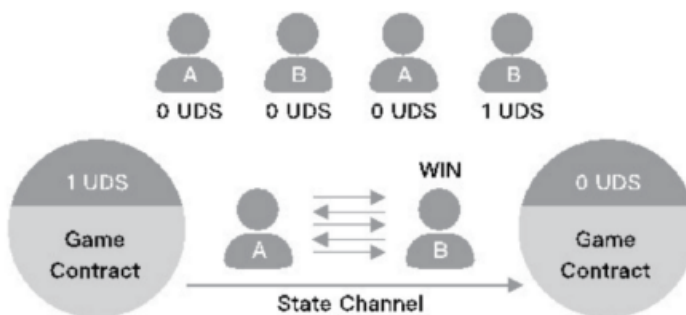
- the application of artificial intelligence in customer service can deeply analyze users' habits and figure out their intentions, so as to provide more personalized customer service and save manpower cost for the platform.
- artificial intelligence is applied to the simulation platform and the code boy, which can not only provide a more comfortable service according to the user's comfort and mood during the entertainment

process, but also dissuade the user from indulging and irrational bets.

- the application of artificial intelligence in the Internet of things, smart city and other aspects can also help offline casinos, industries and even countries to improve the quality of service and technology, such as face recognition, smart payment and so on.

- artificial intelligence and machine learning based on big data can help users to carry out high-load data analysis and result prediction, which can not only effectively save users' time, but also improve the accuracy of judgment.

- the ai based "smart betting secretary" feature automatically analyzes probability to improve the user's winning probability (payment function).



The fourth chapter:

Smart contract application ecosystem for the gaming and entertainment industry

#### 4.1.Introduction to Elves Token public chain

Elves Token is introduced

1. Introduction: Elves Token is the world's first gaming service ecosystem focusing on the gaming industry based on blockchain technology, helping gaming customers to deploy blockchain applications and business intelligence contract services quickly, safely and at low cost. Elves Token application development platform by providing interfaces, will own user, system, data, such as ability to release to a third party, the third party can do their own applications, more available development, and through third party applications expanded flat Taiwan side's ability to provide services to users, and ultimately achieve multi-win-win situation, platform based on block chain technology, applying upper functional components needed to encapsulate, developers want to realize the corresponding function, you just need to register as a developer for interface access. The platform provides visual management tools that developers need to operate and maintain. (provide

RESTFUL access interfaces, data analysis, deployment smart contracts, etc.)

## 2. Elves Token concept:

Devops: focus on the full flow of the product. Dry –don't repeat yourself. Don't waste time and energy on repetitive things.

Open: integrates a lot of great open source modules, doesn't reinvent the wheel, but also opens things up.

Community: hope that Elves Token can become a community for blockchain enthusiasts and enterprises to gather, so that people can pool their wisdom and let more blockchain applications enter the actual scene earlier.

3. Elves Token sandbox is based on ethereum and bitcoin technology, independent blockchain environment, where you can perform related read and write operations, as well as smart contract deployment; A sandbox environment can help you with POC test validation on the business, deployment of a commercial solution, or you can participate as a node by applying.

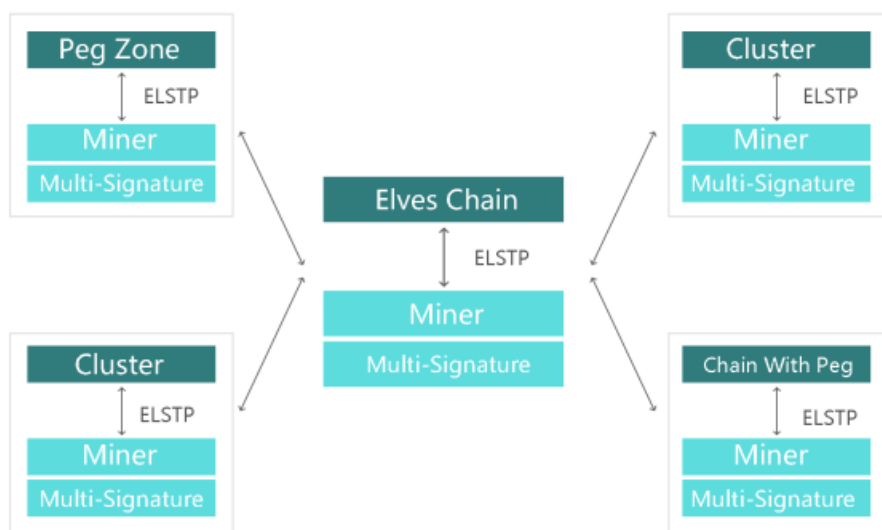
## 4.2 Elves Token common chain production environment architecture

1) access interface restful access interface can be more easily integrated by any development language.

2) organic combination of traditional Internet API and block chain API, application development is more simple and convenient.

3) automatic deployment and testing support automatic scheduling, configuration, tracking and monitoring, which can improve the working efficiency by three times.

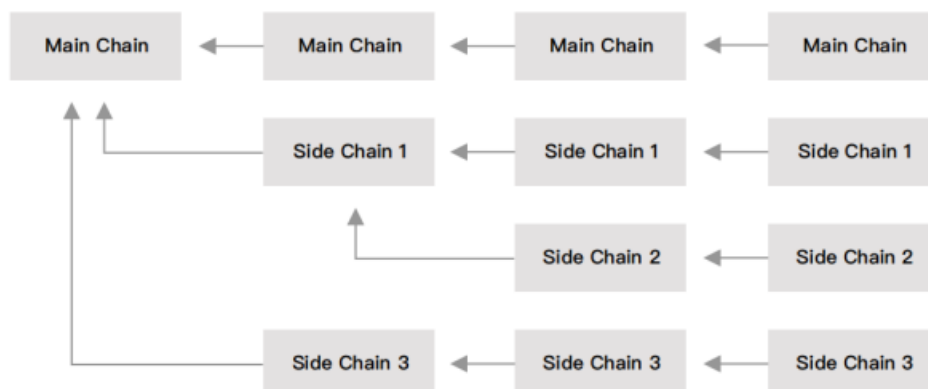
4) cloud infrastructure high scalability architecture, support smooth expansion, high reliability.



#### 4.3Elves Token core core technology principle

Is the world's first based on block chain technology to build a gambling services focus on gaming industry ecosystem (Gamble as a Service, GaaS), the system adopts the intelligent contract mechanism, and through the block chain technology decentralization,

traceability, and do not tamper with the information, and other functions, in view of the gaming industry to build a online general chip public digital industry chain.



1. Core technology advantage the Elves Token platform has an obvious leading edge in transaction performance (TPS) and enterprise-level architecture support by relying on the decentralized, intelligent contract and traceability system of blockchain technology and combining with the systematic operation mode of the gaming and entertainment industry. The main features are as follows:

(1) superior performance, the trading performance on the chain exceeds 1,000,000TPS;

(2) an alternative modular consensus mechanism that meets the needs of non-application scenarios for casinos and online gaming



and entertainment platforms;

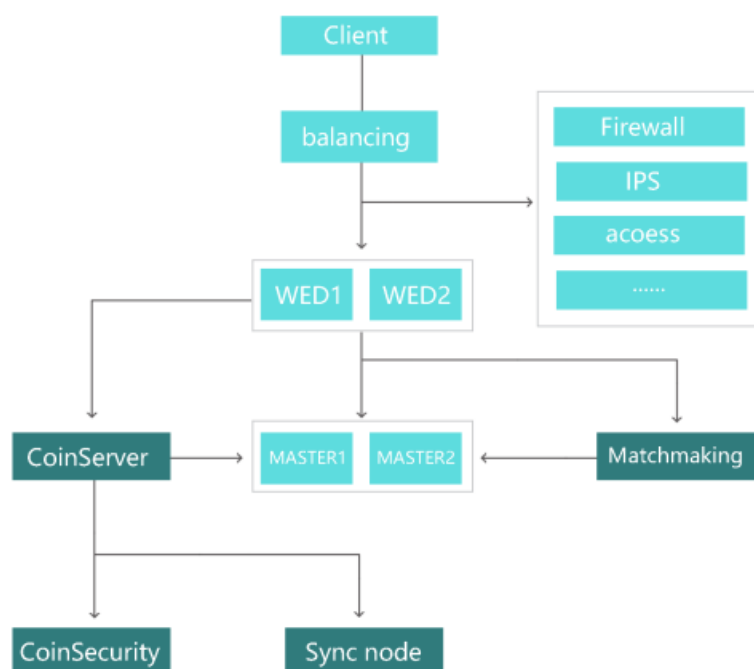
(3) unique sandbox mechanism to avoid smart contract vulnerability;

(4) seamless connection of data on and off the chain;

(5) support a variety of efficient and rich development languages: Glua, Java, C#;

(6) highly productized integrated development tools to facilitate the development and chain of various applications;

(7) with its "one-key coin issuing" intelligent system, it can customize the asset issuance for customers in the fastest way.



#### 4.4Elves Token public chain customer data privacy management

Elves Token shares mature borrows bits based on the Name of the hidden transaction/Transfer (Transfer Invisibly To Any Name) system, on the one hand, allows each person, each organization, each product can be used in the system they choose a unique Name, convenient and the address of the memory, the other party of the DPOS network transactions are anonymous by default, in addition To the counterparty, the specific Name, others cannot know traders can well protect the privacy of users. Because the simple and memorable user name based on the block chain is a non-renewable scarce resource, the user name that does not hold any assets and is not active for a long time will be recalled by the system in accordance with the established rules, and will be repeatedly put to the user for registration.

#### 4.5Elves Token chain identity authentication whitelist

Anonymity does not satisfy the regulatory and anti-money laundering laws of some countries. As Elves Token focused on serving the gambling and entertainment industry, it will introduce the commonly used four-factor authentication system and the most advanced artificial intelligence-based face recognition detection

technology into the management system to ensure the authenticity and consistency between digital identity and real individuals. Regulators and anti-money laundering laws have strict requirements for identity verification. The accounts with Elves Token are divided into anonymous accounts, personal authentication accounts and institutional authentication accounts, which correspond to different accounts.

#### 4.5.1Elves Token public chain is registered anonymously

Ordinary users on the chain will become anonymous users after completing the registration, and they can trade the native assets and contract assets based on the block chain by virtue of the public key and private key.

#### 4.5.2Elves Token chain personal authentication processing

When the anonymous account is authenticated in the management system and passes the four-factor verification and face recognition detection, it is upgraded to the personal authentication account. The management account will use the pre-set permission management contract to upgrade its identity on the chain. The personal authentication account will have an authentication mark behind the account, which belongs to the trusted user. Identity authentication is a paid service, and Elves

Token will open the corresponding API port. Any organization that meets the qualification requirements can access the authentication service, and users can also independently choose the authentication agency, and form an open and fair market service. After the authentication is completed, the authentication institution, the authentication project and the completion time will be signed and encrypted and stored on the block chain with the private key, and users can authorize specific users to check through their own private key.

#### 4.5.3      Elves    Token    corporate    chain    mechanism authentication processing

Blockchain cannot create a complete set of industry norms out of thin air, so it needs to introduce credible institutions in real business. Based on these institutions, a digital gaming ecosystem is built through the multi-party collaboration capability of blockchain. The application of the company's authentication account is firstly submitted by the individual who has passed the identity authentication, the real name of the business license or other legal documents stamped with the photo and stamped with the official seal and the application form signed by the legal

person, through the Elves Token management system authentication. Elves Token will be accessed by the official team to a reliable third-party data source, and the intelligent contract will automatically compare with the official data of the corresponding country.

The abnormal situation will be submitted to the council identification committee for manual verification, which will confirm the approval and sign. Authentication of an organization's account requires a fee to be paid to the network and the auditor. All offline casino institutions will be checked and certified by human. After the completion of all institutional account authentication, there will be a one-month public period. All application information will be displayed with real name except personal privacy, and the community will conduct secondary verification.

There will be an authentication mark on the back of the organization's account after it has been authenticated. Institutions have very strict and cumbersome risk control procedures for the operation and use of accounts. Agency administrator account with the highest authority, generally according to the internal function also sets the operator,

the auditor and administrators, such as multiple roles, all institutions all authorized by the administrator account role through the identity authentication of the personal account, all institutions account operation via multiple signature confirmation, individual account was unable to complete the operation.

The organization authentication account is mainly used for the issuance of assets on the chain and other related services.

## The fifth chapter:

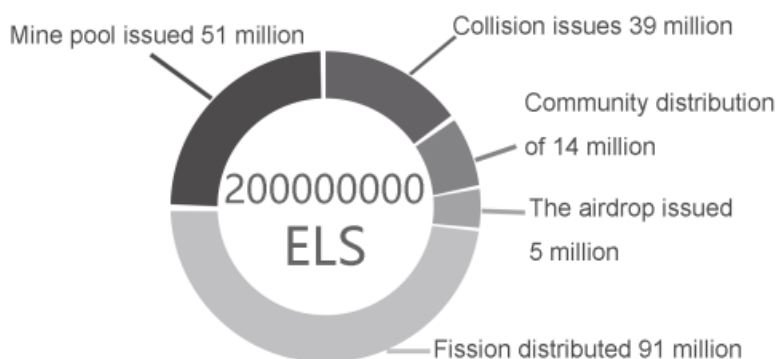
### Official number chip ELS

#### 5.1 ELS is introduced

ELS full name Elves Token is the only digital currency issued by the official gaming platform, through the online distribution, everyone involved, expanded rapidly in circulation, enhance brand value, ELS public chain on the other hand, the future will become the only network gaming platform officially designated the gambling chips. All users can and only can obtain digital chip ELS to participate in the platform of gaming entertainment.

#### 5.2 ELS distribution scheme

The total number of ELS issued was 200 million, among which 39 million were issued by collision planet, 91 million by seal, 51 million by coalmine planet, 14 million by community autonomy, and 5 million by candy drop.



### 5.3 allocation

Allocation plan: 40% of the team (100% of the team is used to buy back the airdrop and the planet of the mine pool, and the buyback is the public destruction); 10% of the ecological construction fund; 50% of the team invitation reserve.

### 5.4 Three ways to get collection ELS

1) participate in the airdrop plan. Before the official opening of the platform, there will be an airdrop plan of 5 million ELS.

1. When the ELS in a space are collided and converted, the system will continue to collide in the lower space automatically. Therefore, a collision can contain different conversion ratios. 2. When there are not enough ELS in the collision pool, but there is still exchange demand, all exchange orders paying usdt will wait in line until there are enough ELS to exchange.

3) mineral pool planet, participate in holding money to lock the warehouse, can get the corresponding ELS

### 5.5 ELS USES the deflation destruction mechanism

The first destruction mechanism: the user participates in the magic realm spirit indiana treasure fission officially created by the platform, and the contract + seal means participation. The seal proportion is 10% (ELS). The ELS energy can protect the account



revenue from falling into the black hole.

In the second destruction mechanism, 40% of the funds allocated by the official income will be used to buy back the destruction, including the airdrops and COINS produced by the mine pool planet, until the total circulation of ELS reaches 20 million.

## 5.6 Logical analysis of ELS rise space

ELS collision release 39 million, the principle of collision release, can be like a pyramid, the number of ELS involved in the collision at the top of the tower is the most, after each additional layer, the number will be reduced by 1%, until the end of the collision release, from the bottom to the top floor can be increased by 12 times.

ELS is issued with 91 million as contract and seal. Each time the contract ends, it will be destroyed. When the destruction reaches the peak ratio, it will increase by 1%.

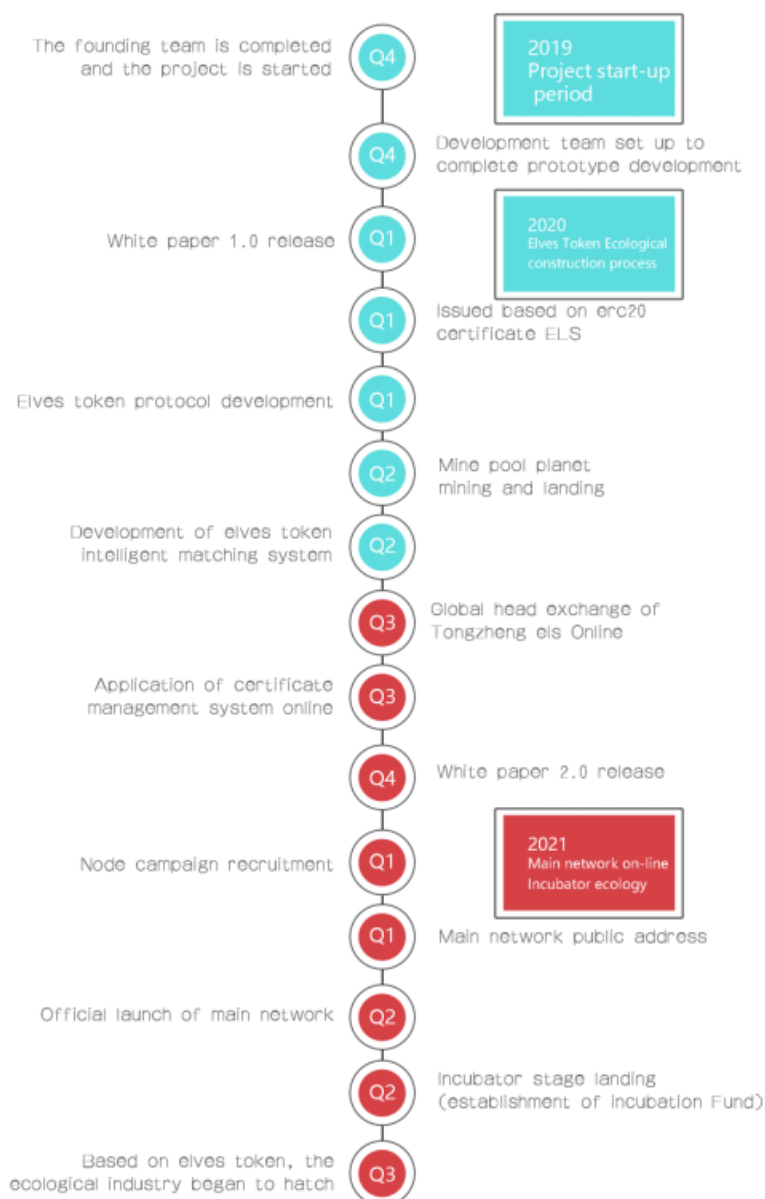
To sum up, ELS USES collision sharing output and deflation destruction mechanism to issue output, and the estimated minimum conservative growth space is 47 times.

The intelligent contract controls the stability of currency price

throughout the whole process. When the ELS of a single coin holding account reaches the highest peak, the intelligent contract automatically implements the restriction of selling currency. It can only sell 10% of the total amount every day and 50% of the total amount every week, so as to ensure the fairness of the entire trading system, and the currency price will not be controlled by anyone or the dealer.

## Chapter vi:

### ELS execution plan



## Chapter vii.

### Cooperate with the global gambling market

The Elves Token team will actively expand the cooperation with local governments in the following ways: licensed casinos can independently release high-quality gambling and entertainment products on the Elves Token public chain platform.

Offline casinos can exchange official chips with Elves Token, which allows them to redeem their offline chips or official chips, and allows users to use their official chips to bet directly to the established offline casinos.

Issued digital chip, the Elves Token public chain team can help casino issued a proprietary encryption digital chip, on the one hand, it can help offline casinos to expand their business online, on the other hand, digital chip can make the customer is no longer limited to the offline casinos, even through the Internet application, customers can also in otc organization own otc gaming entertainment, which makes the offline casinos can expand customers, improve profitability, without any increase in operating costs.

Elves Token public chain team can help offline casinos customize their online gambling and entertainment platforms and further improve service quality through new technologies such as blockchain, smart contracts, big data and artificial intelligence.

2. Build digital chip exchange and trading platform digital chip exchange: provide special digital chips for large casinos, gaming and entertainment platforms and game suppliers, and release corresponding digital assets for the underlying property rights of the gaming and entertainment industry and its affiliated industries. When there is a need for business development, Elves Token will develop and operate a digital asset trading platform, provide an exchange channel, and realize the transfer and realization of various digital chips.

## Chapter viii.:

### The Elves Token vision

Elves Token has evolved into the world's larger, more comprehensive, and more efficient decentralized gaming platform. Compared with similar competitive products in the market, its biggest advantage is clear and simple project development, great market potential and rapid application. In the early stage, the development direction of Elves Toke is mainly to build a distributed online gambling platform system based on blockchain. Moreover, by introducing more strategic partners, especially attracting and converting more traditional market players, the platform traffic will be rapidly increased, and the industry influence of Elves Toke will be enhanced, so as to occupy market share as soon as possible.

Secondly, Elves Toke will coordinate the development of a diversified and mature mobile entertainment application system based on the blockchain system, and provide ecological users with more diverse services by strengthening interaction with mobile devices such as smart phones and tablets, and machine intelligent learning.

## Chapter 9:

### Farewell to law and risk

#### 10.1 disclaimer

Any national citizens or groups with legal restrictions will not be allowed to participate in the sale or public sale of digital chip ELS, which is the official digital chip designated by users when they participate in the gambling and entertainment on the Elves Token public chain platform, as well as the measurement basis for participating in dividends. As a virtual commodity with practical use, ELS is not a security or a speculative investment tool. Digital chips ELS do not represent any real world assets or rights except that they are officially designated as chip exchanges and equity dividends by the Elves Token public chain platform.

Elves Token is a completely open gambling platform built on a public chain.

Elves tokens are still likely to be challenged and regulated by regulators in different countries around the world. In order to meet and comply with local laws and regulations, Elves Token platform may not be able to provide normal services in some areas.

#### 10.2

Except as expressly stated in this white paper, the Elves Token public chain does not make any statement or guarantee (especially regarding its merchantability and specific functions) to the Elves Token public chain or the ELS of digital chips. Anyone who participates in the sales plan of ELS and purchases ELS of digital chips is based on their own knowledge, laws and regulations concerning the common chain of Elves Token and ELS of digital chips and the information in this white paper. Without compromising the universality of the foregoing, all participants will accept ELS as they are after the initiation of the Elves Token public chain project, regardless of its technical specifications, parameters, performance or functions.

The Elves Token public chain hereby expressly disclaims and rejects the following responsibilities:

(1) any person who purchases ELS in violation of any country's anti-money laundering, anti-terrorist financing or other regulatory requirements;

(2) any statement, warranty, obligation, promise or other requirement set forth in this white paper is violated by any person when purchasing ELS of digital chips, and any resulting inability to use or withdraw ELS of digital chips;



(3) due to any reason, the sales plan of ELS of digital chips is abandoned;

(4) the development of the Elves Token public chain fails or is abandoned, as well as the resulting inability to deliver or use digital chips ELS;

(5) delay or delay in the development of the Elves Token public chain, as well as the schedule of disclosure before things can be achieved;

(6) errors, defects, defects or other problems in the source code of the Elves Token public chain and its digital chips ELS;

(7) failure, collapse, paralysis, rollback or hard bifurcation of Elves Token public chain platform and ELS of digital chips;

(8) Elves Token public chain or digital chips ELS fail to achieve any specific function or are not suitable for any specific purpose;

(9) the use of funds raised by the ELS collision plan of digital chips;

(10) fail to disclose timely and complete information about the development of Elves Token public chain;

This document is intended to convey information only and does not constitute an opinion on the sale of ELS. The above information

or analysis does not constitute an investment decision. This document does not constitute any investment advice, investment intention or solicitation of investment. This document does not constitute and shall not be construed to provide any act of buying or selling or any invitation to buy or sell any form of security, nor is it any form of contract or commitment. Relevant intended users clearly understand the risks of ELS, and once investors participate in the investment, they will express their understanding and acceptance of the project risks.