dueltoken.io

Decentralized and platform-agnostic duels and challenges.

Powered by smart contracts and the community.

Version 1.1

Last update: March 24th 2018

www.dueltoken.io

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Abstract

The dueltoken.io platform is the ecosystem to challenge your friends, teammates or gaming opponents to a friendly duel with a wager, in your favorite games and on your favorite devices. It is an Ethereum Smart Contract based DApp where duelists can stake any amount of DUEL directly from their wallet.

Dueltoken.io provides an open-source platform, where trustless duels can happen without depositing funds to an organization. An Ethereum smart contract will contain all the rules for the duel, so you know upfront that it will be a fair fight. The staked amounts are secured in Ethereum Smart Contracts. The outcome of each duel is verified using blockchain trusted sources.

For the duelists

> Duel: Challenge your friends or opponents to a duel. You decide the type of duel and the amount you want to put at stake.
> Win: Well played! dueltoken.io is all about skills.
> Lead: Duelists on the leaderboard earn monthly prizes.
> Trustless: Your DUEL tokens are secured in smart contracts.

For the game creators

> Design: Create and publish new types of duels and get rewarded each time your contract is used.
> Integrate: Create seamless experiences for your users. Add the dueltoken.io features in your game and create an extra revenue stream for yourself.
> Inspire: Bring another dimension to gaming, improve engagement in games and encourage better teamplay.
> Facilitate: Make mainstream cryptocurrency adoption in the gaming community a reality.

For the DUEL token users

> Participation reward: All duelists get a reward, even if they didn't rank on the leaderboard.
> Vote: Help us decide what games to include next and vote on platform adaptations.

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Vision

We believe that challenging friends, teammates or unknown opponents is always more interesting when there's something at stake. Sometimes the challenge is about the outcome, sometimes it's about an optional objective and at other times it's purely personal.

The dueltoken.io platform aims to create and foster an ecosystem where:

> Friendly wagers are quick and easy to set-up, independently of the size of the stakes.
> Smart contracts define and enforce the rules of the challenges.
> Participants can use assets directly from their wallet, no need for depositing to 3rd party sites with conversion to their own currencies.
> Assets are not locked to a specific game or platform.
> There is a game / platform-agnostic leaderboard where all token users get rewarded for being part of the community.
> Game developers and contract creators can create new challenges and be rewarded for their work.

The purpose of dueltoken.io is therefore to:

> Bring another dimension to the game industry through this ecosystem and thus improve engagement in games and encourage better teamplay.
> Improve the adoption and usage of cryptocurrencies in the gaming community

Introduction

Current situation

The game industry is growing fast, and reached $116 billion in revenue in 2017 with a growth of 10.7% compared to 2016[1]. Over the last years, the market has seen a growth of PC and console gaming as well as a massive surge in mobile gaming and e-sports[2]. As a consequence, betting on e-sports is becoming a mainstream activity[3]. Competitive titles are taking an overall bigger place in the top grossing charts, especially in Asia and in the West[4].

Video games are perceived, amongst others, as a social outlet where gamers can play with others, connect with new friends or spend time with their family. At least 54% of gamers play social games, with an average of 6.5 hours a week of online gameplay[5].

Problem statement

Limited incentives for great gameplay

If players desire to challenge their teammates or opponents to a duel, there are currently limited incentives to do so. Dueling friends or strangers doesn't always give the motivation to win when the only outcome is a change on the leaderboard. Playing poker even with small stakes results in better and more enjoyable games than when players don't have any stakes in the game. We believe that sharing a common incentive with your teammates also could improve teamwork.

Game economies

Players who invested hundreds of hours building value on a specific game aren't rewarded for their effort or might be rewarded with in-game items or status that are not transferable to another game or platform[6].

Cases of tournament prizes not distributed

In a few tragic cases, some pro teams did not see the payment of the prizes they won during a specific tournament[7]. This reflects in a poor image of e-sports, and doesn't encourage players to participate in smaller tournaments.

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[1] https://venturebeat.com/2017/11/28/newzoo-game-industry-growing-faster-than-expected-up-10-7-to-116-billion-2017/

[2] http://www.espn.com/espn/story/_/id/13059210/esports-massive-industry-growing

[3] https://www.legalsportsreport.com/13132/esports-betting-and-audience-growth-2020/

[4] https://venturebeat.com/2017/11/28/newzoo-game-industry-growing-faster-than-expected-up-10-7-to-116-billion-2017/

[5] https://www.bigfishgames.com/blog/2017-video-game-trends-and-statistics-whos-playing-what-and-why/

[6] https://www.youtube.com/watch?v=PeYxKIDGh8I

[7] https://compete.kotaku.com/last-years-cs-go-world-champions-still-havent-been-paid-1797059182

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Opportunity

The game industry and the e-sports betting industry statistics show us that last years' growth pattern is likely to continue.

For players, we believe that there is an opportunity to create duels or challenges between them and their friends, teammates or opponents. With a financial incentive, game sessions could become more challenging and rewarding. For experienced players confident about their skills, it could bring an occasional extra source of income, in the same way that streamers/broadcasters have shown us that gaming for a living is a real career option.

For game creators, dueltoken.io could be a way to add another possible source of revenue and attract a broader audience to their game.

Market potential

The market potential consists also in the betting on e-sports. Users can gamble with fiat currencies on diverse websites, and the total amount of betting in this category in 2016 accounted for $ 550 million[8]. Beyond fiat currencies, recent years have shown the effervescence of skin gambling reported at $8 billion in 2016 for Counter-Strike: Global Offensive alone[9]. However, these gambling sites have been the subject of a lot of controversy recently, making the case for decentralized assets more relevant than ever.

Spendings on video games have shifted from the model where consumers used to buy a physical copy of a game towards in-game purchases of digital assets. All of this is possible due to integration of payment mechanisms in the game experience. This is reflected in the growth of the gaming industry[10].

All of these elements suggest that integrating a financial incentive for gaming duels with a skill-based dimension would increase the global reach of the gaming industry and the engagement of the players.

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[8] https://www.statista.com/statistics/618896/esports-gambling-market-worldwide/
[9] https://www.esportsbettingreport.com/wp-content/uploads/2016/07/A-Guide-To-Skin-Gambling.pdf
[10] https://www.superdataresearch.com/us-digital-games-market/?mc_cid=7ebaa0e28f&mc_eid=7c265c760f

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The ecosystem

"I challenge you to a duel."

The ecosystem aims to enable duelists to call one or more friends, teammates or opponents to participate in a competitive situation to decide who is superior in a specific challenge.

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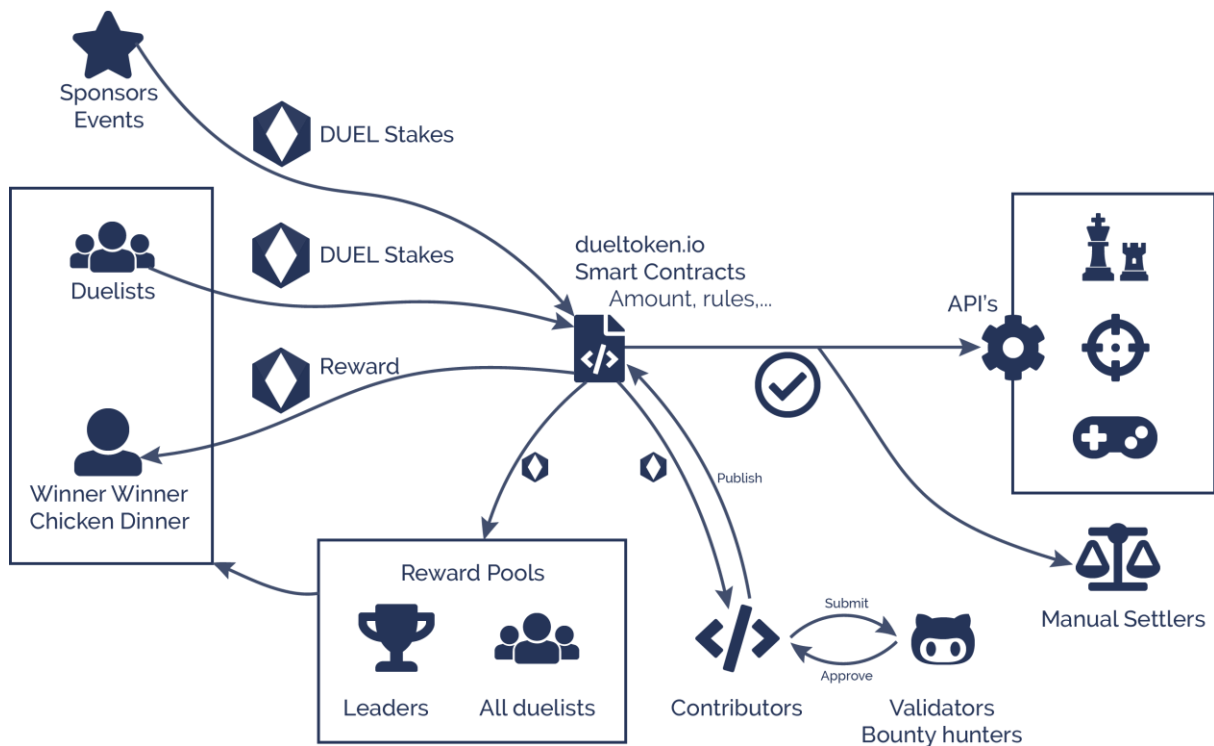
Participants - duelists

Participants can create a duel, join an existing one or enter a matchmaking queue. The duel smart contract contains all the conditions of the duel ranging from the stakes, the conditions for victory and how to handle alternative or exceptional flows. At the end of the duel, the winner will be rewarded immediately.

In the dueltoken.io ecosystem, the notion of a duel is broadened to any kind of challenge. It can be a standard victory, competing for the score with teammates, getting specific objectives, … and the number of participants isn't limited.

Duelists will have to stake DUEL tokens when creating or joining a match. The tokens will be secured in the contract and awarded to the winner, or refunded in draws or special cases.

Sponsors are a specific case: they organize duels or tournaments and sponsor the entire stake of the contracts. Sponsors who wish to gain visibility or prove transparency of having the funds are encouraged to initiate duels on the platform. Sponsors can take the form of organizations hosting a tournament, or even a streamer dueling his subscribers.

Contract creators – game developers

Contract creators define the global rules of the duel. The contract that they will submit will determine if the objective of the duel is to win the game, complete a specific objective, …, the only limits are technical restrictions from specific games and their imagination.

When we talk about contract creators, we think of three kinds of developers:

> Game developers who wish to include the dueltoken.io principles in their game. They could integrate a duel functionality so that their players can challenge each other directly on the interface of the game, connecting their games to the platform.
> Third party contract creators that integrate with the dueltoken.io ecosystem using API's of existing games. They could extend their current value proposition of showing game data such as match history, current game information, and other data, as to integrate the duel feature in a browser / separated environment.
> Developers wishing to contribute to the dueltoken.io platform itself: by creating specific contracts or even adding new games with duel possibilities.

In the dueltoken.io ecosystem, contract creators will sign their creations and get a cut of each successful duel that occurs on the blockchain that has their signature. They will be able to collect their revenue in bulk from the blockchain in order to optimize gas costs. Contract creators must therefore aim to encourage adoption and usage of their contracts, as their revenue stream will depend on their generated volumes. This ecosystem favors competition as well as creating enjoyable challenging duel experiences and design optimized interfaces for the end users.

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Contract validators – bounty hunters

Contract validators have the responsibility to make sure that only quality duels get published and become used. Contract developers will publish a review request of their newly created contract, with a bounty. Bounty hunters will use the principles of the Bounty Hunters from Bounty0x. They will have to stake some of their tokens to be able to review contracts, and correct decisions will be rewarded and vice-versa, depending on the outcome decided by the majority[11].

Reward pool and leaderboards

Each successful duel will contribute a fraction of the amount staked to a central reward pool. Each duel winner will be recorded as such, in order to create a central leaderboard. Periodically, the reward pool will be split amongst users as to both:

> Reward players based on their performance. The higher duelists rank on the leaderboard, the bigger the prizes.
> Reward all duelists independently of the outcome. Not all duelists will win, but participating and having fun should be rewarded.

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[11] https://bounty0x.io/ page 11 and 12 of their whitepaper

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Workflow

Generic duel

Standard duel contract

Duel initiator	Duel challenger	Systems

Initiate duel

Broadcast duel type and parameters

Winning conditions

Join duel

Issues

Lock funds and start duel

Receive refund

Receive refund

No issues

Decide winner

Issues

No issues

Claim reward

Allocate share to reward pool and contract creator

End duel contract

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Other workflows

Two other fundamental workflows will ensure that the dueltoken.io ecosystem remains prosperous and stable:

Contract publishing

The publishing of new duel contracts will have to go through a validation mechanism to make sure that the contract can run properly in a production environment.

We see three options for contract publishing:

> Through BNTY entirely, leveraging the bounty0x platform.
> Through a mix of BNTY and DUEL tokens
> Through DUEL tokens only

The contract creator will have to create a bounty to review his contract. He will have to put a bounty to interest bounty hunters to review his contract in the best possible delay. Global guidelines will define the minimum number of bounty hunters required to validate the contract in order to have a global acceptance / refusal on the contract – decided by the majority.

Bounty hunters will have to stake some tokens as well in order to be able to review contracts. If they are in agreement with the majority, their stake will be returned to them, and they'll get a share of the bounty. If not, they will not receive a share of the bounty, and their staked tokens will be burnt.

Reward pool and leaderboard

Each contract with an outcome will contribute to a global pool. This pool will be divided to reward both token users as well as duelists based on their performance. Each successful duel will contribute 2% of the staked amount to the global pool. This amount will be equally split amongst both the users pool (participants) and the leaderboard pool.

At the end of each period, the rewards pools will be redistributed:

> All duel participants will receive every month a participation reward, similar to rakeback in poker.
> Every month, players on the leaderboard will be rewarded following a reverse function (1/x) as to reward the top 10% of players. The exact distribution coefficient will be periodically reassessed based on the number of participants.

The leaderboard will be game-agnostic and solely determined by the won staked amount due to duel contracts.

Note: Beyond the 2% dedicated for prize pools, an extra 1% of each duel will go towards the pool for contract creators. They will be rewarded based on their contract usage (times used and staked amount).

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Hybrid Architecture

In the current operating model of the Ethereum blockchain gas costs are still a challenge. When we envision dueltoken.io's use cases, we picture gamers dueling each other during the evenings and in the weekends at countless occasions. In order to optimize gas costs, we are opting for a hybrid platform where decentralized and centralized duels with blockchain settlements can coexist.

DApps and smart contract processes

The dueltoken.io DApp architecture is designed with two key concepts in mind. Ensuring maximal security and transparency for its participants, while minimizing the overhead costs that arise by building on top of a decentralized blockchain platform. It achieves this by following a hybrid design where we split our software components into two major parts. A decentralized one, in the form of smart contracts where only the most critical components reside (those that handle the transfer of funds and perform duel outcome verification). And a community driven centralized one trough the means of state channels[12].

State channels

When stating certain parts to be centralized, we refer to using centralized infrastructure as to guarantee real-time and cost-efficient transactions. As all crucial parts are built on top of Ethereum, we still consider every game integration in the dueltoken.io platform as a worthy trustless DApp. In the future we will be looking to migrate more and more of our technology to the blockchain when the technology grows more mature. Projects like Raiden[13] do exist and are very promising, but the tech just isn't there yet. That's why we will be implementing a simplified version of the concept of state channels. This way we enable duels to take place in a trustless and anonymous way off-chain and without any gas cost.

Instead of peer to peer state channels, there will only exist channels between platform agents and the dueltoken.io engine. These channels will contain duel data and perform value transfers between duelists. This dueltoken.io engine, which can be seen as a portal towards the Ethereum blockchain, will be managed as transparent as possible and will be community driven where applicable. All code will be opensource, major changes to it will be decided upon by a voting system for DUEL holders and it will be an extendible service for the entire community. This way we leverage all the strengths of decentralized peer-to-peer systems onto a centralized system backed by the blockchain. This is a temporary shortcut that will ensure a quick delivery of the very first game integrations. We strongly believe that this is a good initial step, not only towards blockchain adoption, but also DUEL adoption within the general public.

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[12] http://www.jeffcoleman.ca/state-channels/
[13] https://raiden.network/

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Contract creators and game pools

Our vision for the dueltoken.io platform is that we want to empower the community to give them all the tools needed to integrate with the system and add duel support to any game under any circumstances. Opensource development and extensive documentation will play a huge role in this. In the current planned architecture, one must register an integration with the dueltoken engine which will create a virtual balance in the duel smart contract. This registration will give the creator access to a key which will be used to communicate with the dueltoken.io engine. Duelists that want to challenge others in this game (or any other game for that matter) will need to deposit DUEL to the general game pool on the blockchain. When this is done, the owner of the newly created game contract will be able to send updates on duels that happened for his/her game. The dueltoken.io engine will keep track of the duel records for all the duelists and can calculate the amount of DUEL a duelist is entitled to within the general game pool.

Decentralized value transfers

For every different game a duelist wants to participate in, (s)he will have to transfer DUEL to the general game pool. When duelists on our platform propose a duel, our system will verify whether this duelist has sufficient funds available in the pool. If so, then the funds will be staked in the duel. The duel proposal will lock the staked DUEL till either another duelist accepts the proposal, the duelist cancels the duel or the predetermined end date expires. In the latter two cases the reserved funds will be freed up to be staked in other duels. In the former case, a participant with sufficient funds has accepted the proposal and the duel will be on! Once a duel is resolved, the game integration will send a message with the outcome onto its state channel. The winner will now be entitled to more funds in the pool. Whenever he wants to withdraw his winnings, he can do this directly onto the blockchain by sending a transfer request to the applicable game pool. To enhance user experience and adoption, a web app will be built on top of the dueltoken.io engine for interacting with the blockchain trough technologies such as MetaMask[14]. When the game pool receives a withdrawal request, it will verify the user's overall balance that the duelist is entitled to by sending a request to the dueltoken.io engine. This is done in a trustless and transparent way by performing an Oraclized[15] call. Thanks to this architecture our smart contract is not required to check the outcome of every duel individually which would be very expensive in terms of gas.

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[14] https://metamask.io/
[15] http://www.oraclize.it/

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High level architecture overview

DuelToken Infrastructure

- Ethereum Blockchain
  - DuelToken contract
  - Spawns
  - Platform Pools
  - Oraclize
- DuelToken Engine
  - Gateway
  - Duel Ledger
- Verifies
- State Channels
- Third Party Games
  - Platform X
  - Platform Y
  - Platform Z
- Duel Wallet
- User

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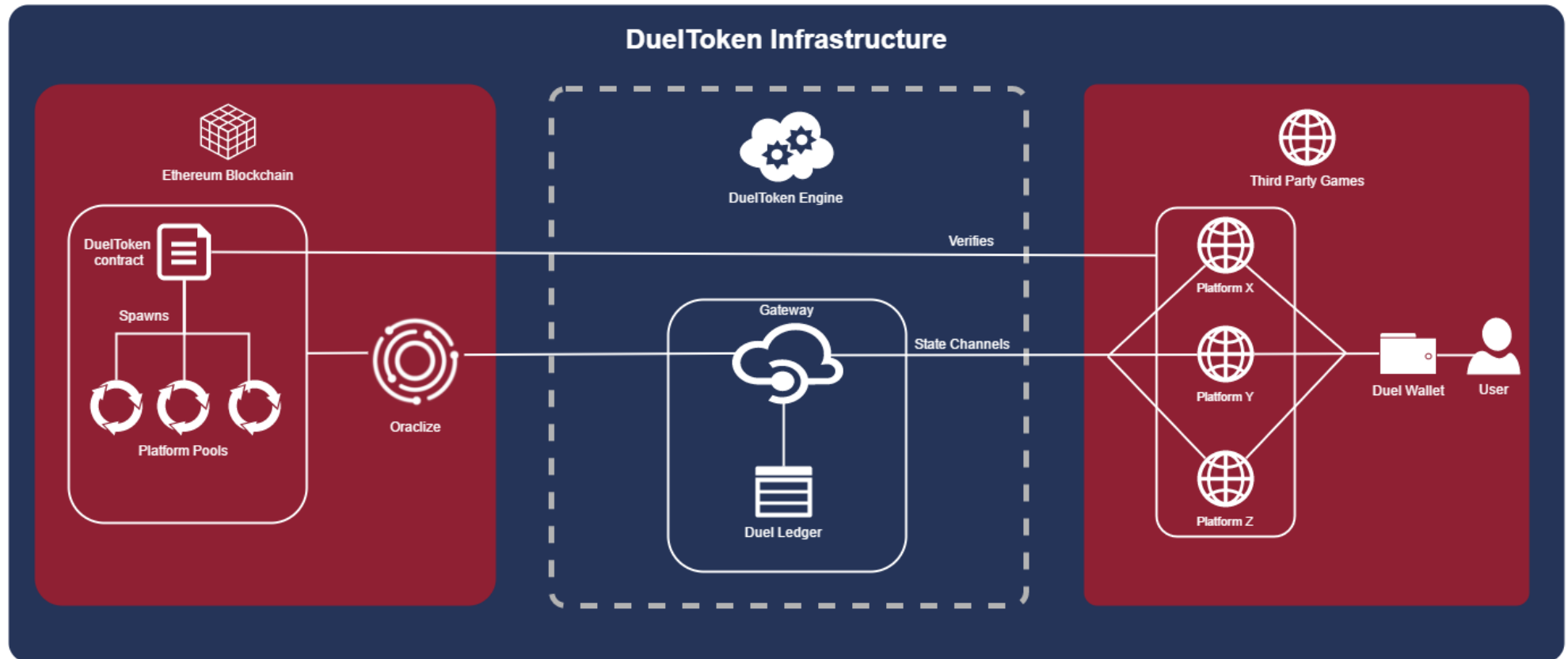
Market overview

In the past decade the gaming industry has grown from a focused market into mainstream. Today, it is one of the biggest revenue-generating industries. In addition, it is one of the most adaptable markets, as it constantly embraces new technologies. In such a market it is important to be a first-mover and be aware of the changing conditions of the market. Just like the internet revolutionized gaming by multiplayer games, we believe blockchain technology will be able to bring another revolution by dueling your friends and opponents for micro stakes.

There are approximately 2.4 billion gamers who drive this $116 billion industry. It now covers multiple sectors (mobile, console and desktop) and generates more revenue than the movie and music industry. In the past year, the industry managed to grow by 10.7%. It is likely that the market will continue to grow. With a projected CAGR (Compound annual growth rate) of 8.2% over the coming years, it is expected to reach $143.5bn with an audience of 2.8bn gamers by 2020.

Adoption assumption

In order to get an idea of how the market will adopt our platform we had to base ourselves on the existing market. Therefore, we chose League of Legends, as it is the biggest online game and it represents 38% of the online gaming industry. We defined 3 scenarios. The first scenario is showing the most pessimistic scenario for adoption. It takes into consideration that very few players are willing to duel one another with low stakes. Our base case is calculated on research in the League of Legends market and is the most probable case. The third case is very optimistic and will only be possible if we are able to attract a large audience, who will put much at stake to duel. The table below shows these scenario's. One should take into account that these cases represent the market today at full potential. It does not take into account that the market is still growing at a rapid pace.

Case	Pessimistic	Base	Optimistic
Active players daily	30 million	30 million	30 million
Average games per day	2	2	2
Ratio of competitive players (League of Legends)	8,75%	8,75%	8,75%
Possible duel token audience (League of Legends)	2.6 million	2.6 million	2.6 million
Average competitive games per day	525,000	525,000	525,000
Estimated stakes per player per year (USD)	1.200,00	1.800,00	3.200,00
Stakes per player per game per day (USD)	1,64	2,47	4,38
Proportion of player willing to stake in a duel	5%	20%	50%
Duel stakes (USD) (daily) (League of Legends)	$0.4 m	$2.6 m	$11.5 m
Duel stakes (USD) (daily) (Industry)	$1.1 m	$6.8 m	$30.3 m

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The future of dueling

As having a stake in a duel makes it way more qualitatively interesting and fun, we foresee a mainstream adoption of the dueling principles in a wide variety of games. For duelists, it represents another dimension in their gaming experience. For game developers, it means another source of revenue.

In order for the mainstream adoption to become a reality, purchasing and selling cryptocurrencies and tokens must also be facilitated in order to present a customer experience attainable to a wide range of the population.

In first instance, we will integrate known and widely-used wallets such as MetaMask. In later phases, our ambition is to reach the highest standards of integration, so that all gamers can duel one another with stakes, in a seamless experience.

Token model and crowd sale

DUEL is an ERC20 standard token created with a limited supply that will be issued to crowd sale contributors. The token will be necessary to create or join a duel. Duelists will only be able to stake DUEL tokens and no other cryptocurrency. The token will also act as a means to take part in deciding the future of the dueltoken.io ecosystem: voting for adjustments of the ecosystem, deciding which new features should be implemented, etc. DUEL tokens will be necessary for contract creators to get their contracts validated and published.

The crowd sale will be considered a success when the soft cap is reached. If the soft cap isn't reached, every investor is entitled to a refund. This refund is hard coded into the smart contract. Unsold tokens during the ICO[16] will be frozen. In the future, depending on market adoption needs, the community of token holders will be able to vote on one or more subsequent smaller ICO's that will either be at current token valuation, or at a reduced price with a dividend schema for tokens holders prior to these subsequent ICO's. All founders, bounty, partners and mineable pool tokens will be released in the same proportion as the crowd sale ICO. This means that if the crowd sale reaches 50% of the hard cap, 50% of the founder's tokens, bounty tokens, partners and minable pool tokens will be release over time. The remaining 50% will follow the same rules as frozen tokens from the crowd sale and will be frozen.

The bounty tokens will be used for incentives for the community to review the ecosystem contracts, and to help us identify bugs. The partner's tokens are comparable to an incentive program: if the community creates a new contract or if a game integrates the duel feature, then they'll be rewarded with DUEL tokens to promote themselves through free open duels, tournaments, and so on. The mineable pool is destined for duelists as rewards for playing and/or winning. This pool will be released over time in a square root type of distribution, as to promote this ecosystem in its inception.

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[16] https://en.wikipedia.org/wiki/Initial_coin_offering
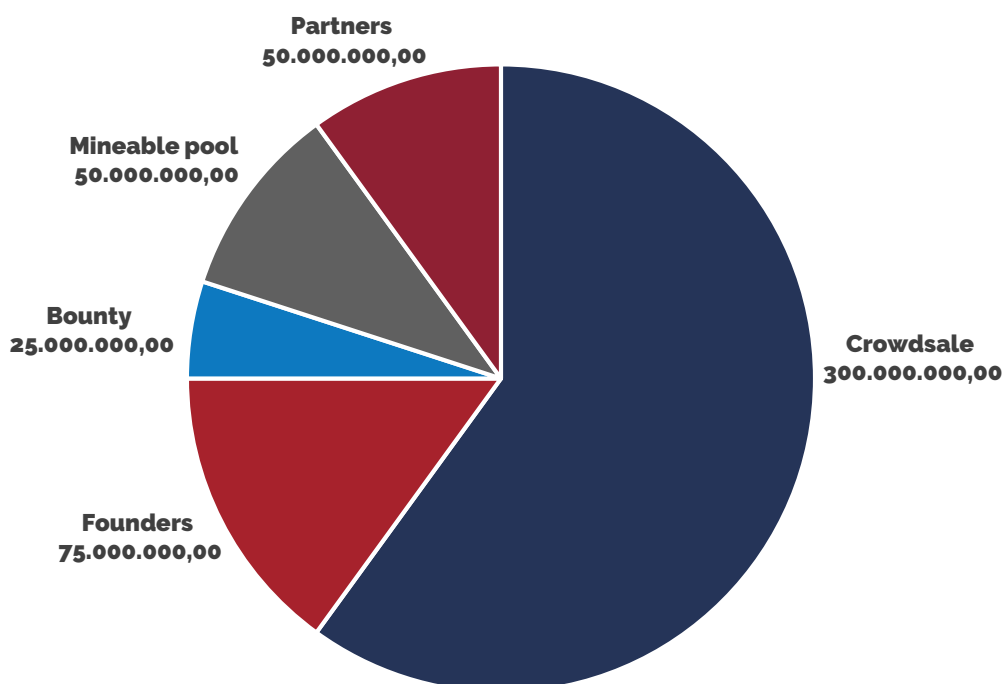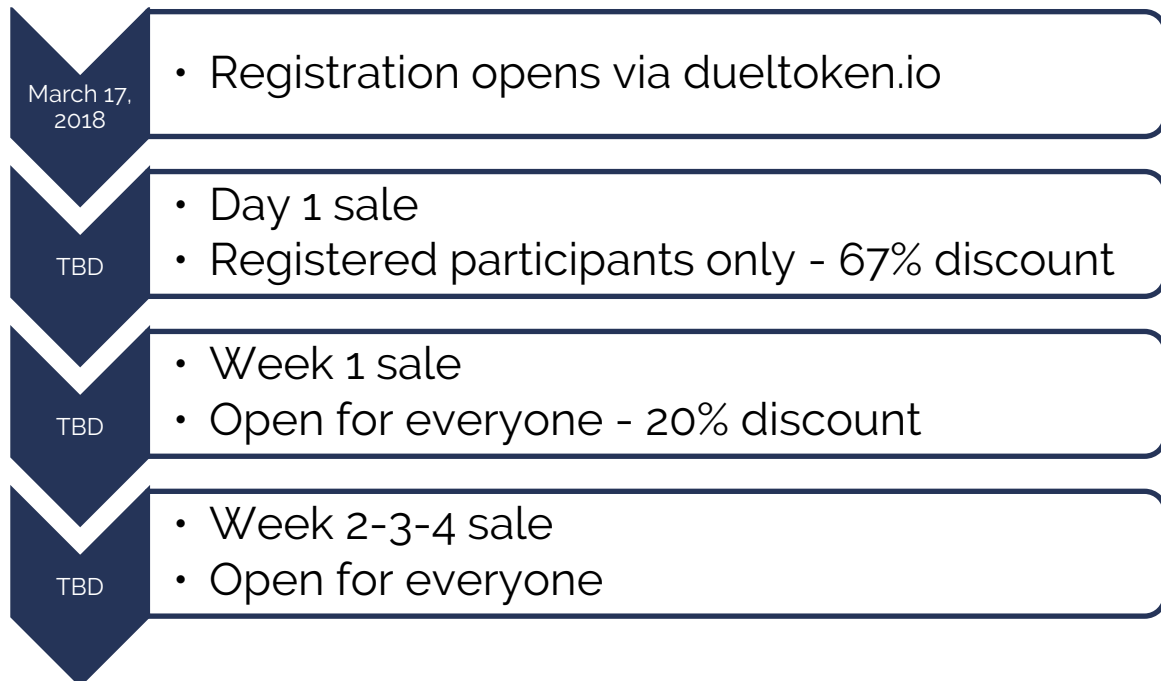
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Token Symbol	DUEL
Type	Ethereum ERC20 Standard
Contract Address	Available on the website before start of the crowd sale
Total Fixed Supply	500,000,000 DUEL tokens
Crowdsale Hard Cap	300,000,000 DUEL tokens
Crowdsale Soft Cap	2000 ETH
Founders Token	75,000,000 DUEL tokens
Bounty Token	25,000,000 DUEL tokens
Partners Token	50,000,000 DUEL tokens
Mineable pool Token	50,000,000 DUEL tokens

The token sale will occur in multiple phases:

Period	Day 1	Week 1	Week 2-4
Conversion	20,000 DUEL/ETH	15,000 DUEL/ETH	12,000 DUEL/ETH
Bonus	67%	20%	0%

Crowdsale participants must register to be part of the day 1 sale (limited participants).

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Timeline

March 17, 2018	• Registration opens via dueltoken.io
TBD	• Day 1 sale • Registered participants only - 67% discount
TBD	• Week 1 sale • Open for everyone - 20% discount
TBD	• Week 2-3-4 sale • Open for everyone

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Management of funds

We intend to use the funds from the crowd sale as following:

Reserve 5%
Legal 5%
Operations 5%
Partners 15%
Marketing and sponsorship 30%
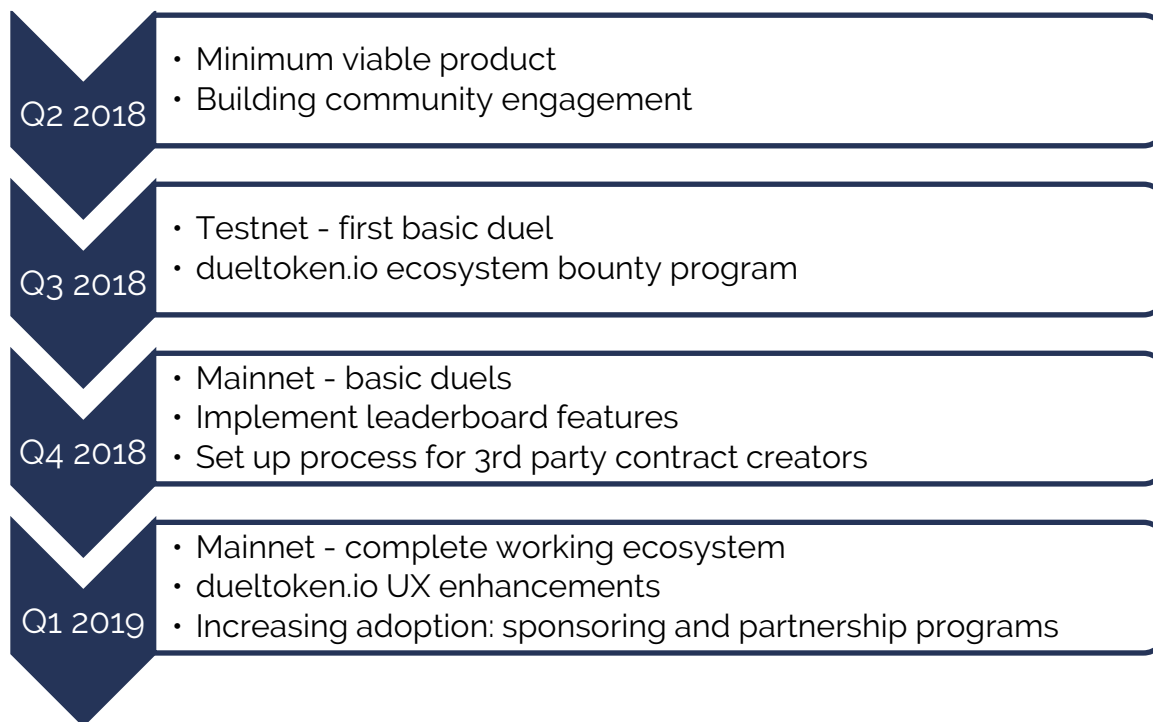**Ecosystem development 40%**
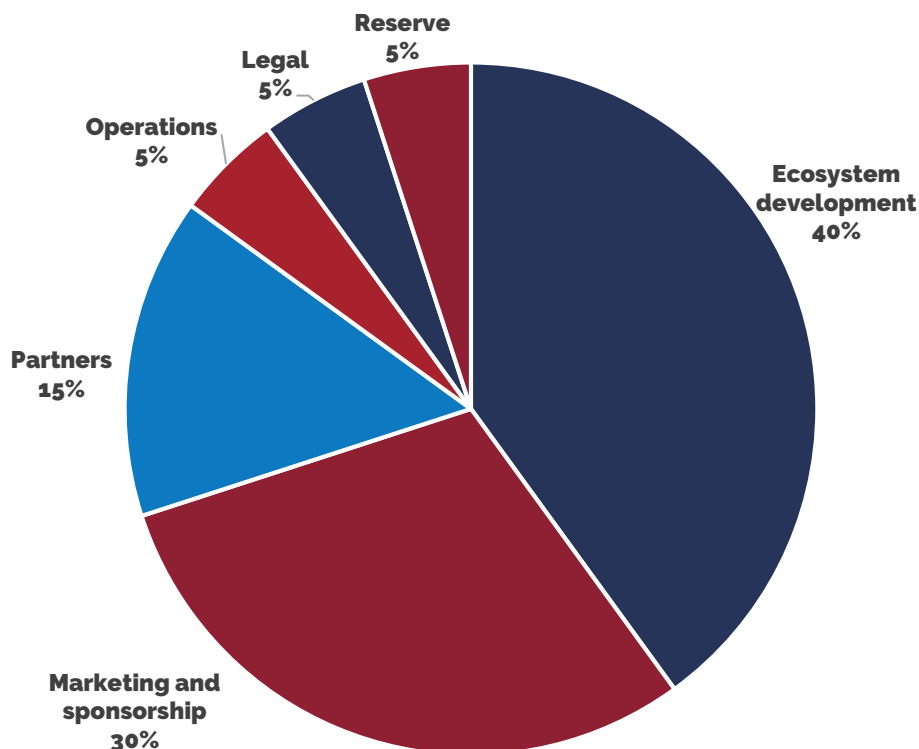
Depending on the scenario, reaching soft cap or all the way to the hard cap, we will be able to deploy more effort for implementing the ecosystem, creating duel contracts for games, and organizing a call for projects with a funding.

The projected financial expenditures are only estimates at the time being, and serve to picture the strategy of dueltoken.io. We aim to develop the main ecosystem and implement a wide variety of contracts ourselves. However, if the community shows lots of enthusiasm along with great maturity, we may shift this expenditure model to finance those projects further (partners), and create more bounty incentives.

We will create awareness and encourage adoption through marketing campaigns and sponsorship. In the first instance a part of the sponsorship budget will be used for open tournaments. Here duelists can join without any stake and winners will get a prize. Through this phase we want to get as much feedback from the community as possible. This way we try to create the best experience possible. With that input, the next phases of marketing and sponsorship will continue to encourage a mainstream adoption through streamers, sponsoring pro-teams, thus helping the marketing of duel contracts and platforms created by the community, and so on.

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Since the crowd sale will be conducted by collecting ETH, the dueltoken.io team may not be able to fund and continue the development of the platform if the market value of ETH declines drastically.

Roadmap

Q2 2018
- Minimum viable product
- Building community engagement

Q3 2018
- Testnet - first basic duel
- dueltoken.io ecosystem bounty program

Q4 2018
- Mainnet - basic duels
- Implement leaderboard features
- Set up process for 3rd party contract creators

Q1 2019
- Mainnet - complete working ecosystem
- dueltoken.io UX enhancements
- Increasing adoption: sponsoring and partnership programs

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Team

Comparably to previous successful ICO's such as Etheroll[17] and Ethorse[18], we will remain anonymous at the time being. Most of us have temporary non-compete clauses in our contracts at our current employers so we prefer to put our energy and focus in the creation of the dueltoken.io ecosystem and creating value for the community instead of wasting our time with potential unproductive lawsuits. As we are strong believers of transparency to our community, we will reveal our identities in the foreseeable future when our legal concerns will no longer be valid.

The initial dueltoken.io core team consists of four members, two technical profiles that will lead the building of the foundations of the platform and two business profiles that will take care of implementing the strategy, marketing and community management. Currently, we are senior consultants working for clients in the financial and logistics sectors. During our careers we worked in various contexts ranging from lean innovation tracks and Uber-like startups within large enterprises to UX improvement projects at global banks. In these contexts, we obtained a lot of experience and expertise in successfully managing small and large startups from their initial vision to the launch of an actual product in the market and everything that this entails. Business plan, market research, marketing, lean thinking, software architecture, project management, UX, quality assurance and so on. In short, we strongly believe that our team has all the skills needed to do a successful execution of any IT-related startup. Since we are tackling this project in a lean way, depending on the course this project takes, we may foresee some additions to the team if a need arises. This uncertainty is accounted for in the funding budget.

We all have been gamers since childhood and we have the entrepreneurial trait. We are fueled by having a sense of purpose in what we do, by working on ideas that we believe in and that can create a paradigm shift in the gaming industry. We want to work together with the feedback of the community to create the best possible version of dueltoken.io, as a global ecosystem and as a platform. Up until now we have been working on the dueltoken.io idea during nights and weekends. Once the community has validated our ambition through a successful ICO, we will be able to pursue this dream of ours and work full time on dueltoken.io.

Beyond real-life names, we are available to discuss ideas with the community and provide frequent updates on our progress. This ecosystem will be a success with the support and adoption of the community. Embracing a decentralized mindset is something that is new for everybody and a lot of the best ideas are still out there waiting to be discovered. We will therefore need your feedback and input to build the best user experience, and we welcome all your questions, remarks and concerns, to challenge us and our concept in order to make it rock-solid.

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[17] https://etheroll.com/
[18] https://medium.com/@ethorse/ethorse-team-transparency-d9e944c1b4d2

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Disclaimer

Crowdsale participants should follow the rules of their own jurisdiction: check your local legislation to see if you can participate to ICO's. The DUEL tokens are issued on cryptocurrency technology and are therefore subject to the same risks. Cryptocurrencies in general can be subject to theft, hacking, lack of adoption or technical issues that can make people lose their cryptocurrencies, therefore decreasing the global market value.

DUEL tokens should therefore not be considered as assets that will certainly increase in value. They also don't grant the holder any ownership, direction of the dueltoken.io platform.

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