

Peer2Peer Price Betting

A simple and secure platform to battle
it out with your friends - and even strangers!

The Problem

Betting with friends is not trivial - but betting with parties you don't even know is simply impossible!

How do I make sure the other party pays up if they lost?

How do we determine a winner without any doubts at the end of the bet?

How do we have some degree of flexibility without a lot of complexity so everyone can participate?

The Solution

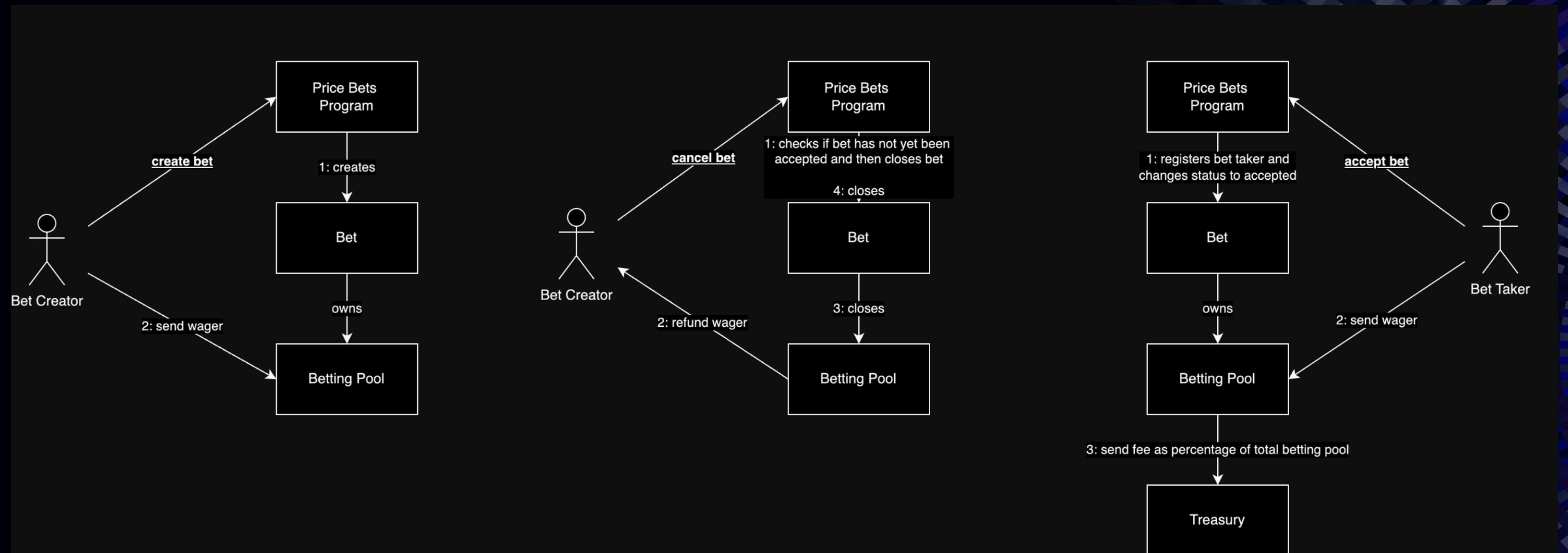
Use onchain programs to safely and transparently enforce the rules of the bet

Store funds in a escrow contract right away and keep them there until the bet is resolved - the winner then can withdraw the funds.

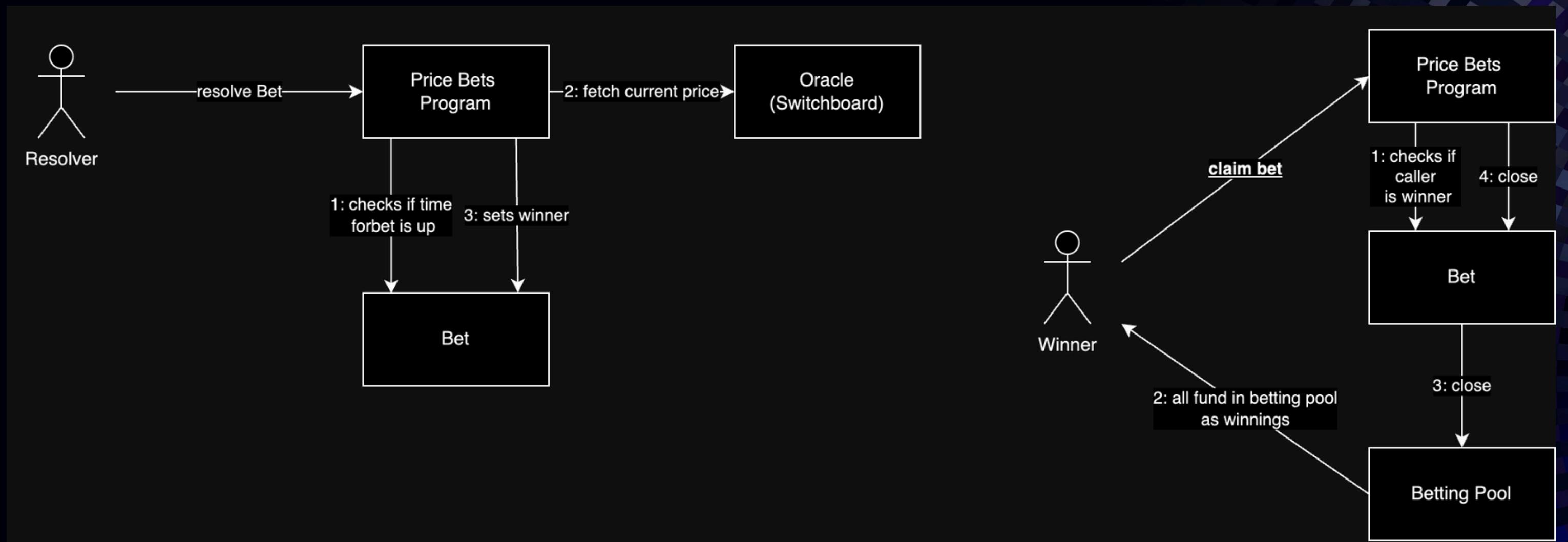
Use oracles like switchboard and pyth to determine the price at the end of the bet and let the program set the winner.

Don't overload the protocol with features that are not necessary for a simple peer2peer price bet.

The Implementation - Opening the Bet



The Implementation - Resolving the Bet



The Business Case

Low fees - low ongoing costs

Take a small percentage of the pool of every bet that gets accepted

Focus on a single use case for clear communication and no need of maintenance

Let the users share their bets as blinks for easy distribution

The Road Map

Many vs Many
Bets



SPL-Token support
for wagers

Simple dApp-UI +
Blink for accepting Bet