



HUNT.BET

# WHITEPAPER

Version 2.0

The screenshot shows the homepage of the HUNT.BET website. At the top, there's a navigation bar with links for 'МАТЧИ' (Matches), 'ИГРЫ' (Games), 'НОВОСТИ' (News), 'АКЦИИ' (Promotions), 'ОХОТНИКИ' (Hunters), 'СТАТИСТИКА' (Statistics), and 'F.A.Q.' (FAQ). The top right corner features a user profile icon with the name 'Nick' and a timestamp '01:23:45'. Below the header is a banner for an 'ELEAGUE' tournament featuring a player in a dynamic pose. To the left of the banner is a 'Wallet' section showing a balance of '27,846 ₽ 872.5' with a 'bonus 290'. It includes buttons for 'Депозит' (Deposit) and 'Вывод' (Withdraw), and a line graph showing recent activity. To the right of the banner is a 'Chat' window with several messages from users like 'Georgeee', 'Maliby', 'vlen', and 'Orteff'. Below the banner is a large image of a CS:GO tournament arena with spectators. The main content area has sections for 'Предстоящие' (Upcoming) and 'Прошедшие' (Past) events, and a 'LIVE ставки' (Live Bets) section showing a match between 'GLOBAL OFFENSIVE ELEAGUE' and 'Mousesports USA' with odds of 1.37. A sidebar on the right says 'Активные ставки' (Active Bets) and 'Сделайте ставку' (Place a bet). The bottom of the page has a dark footer.

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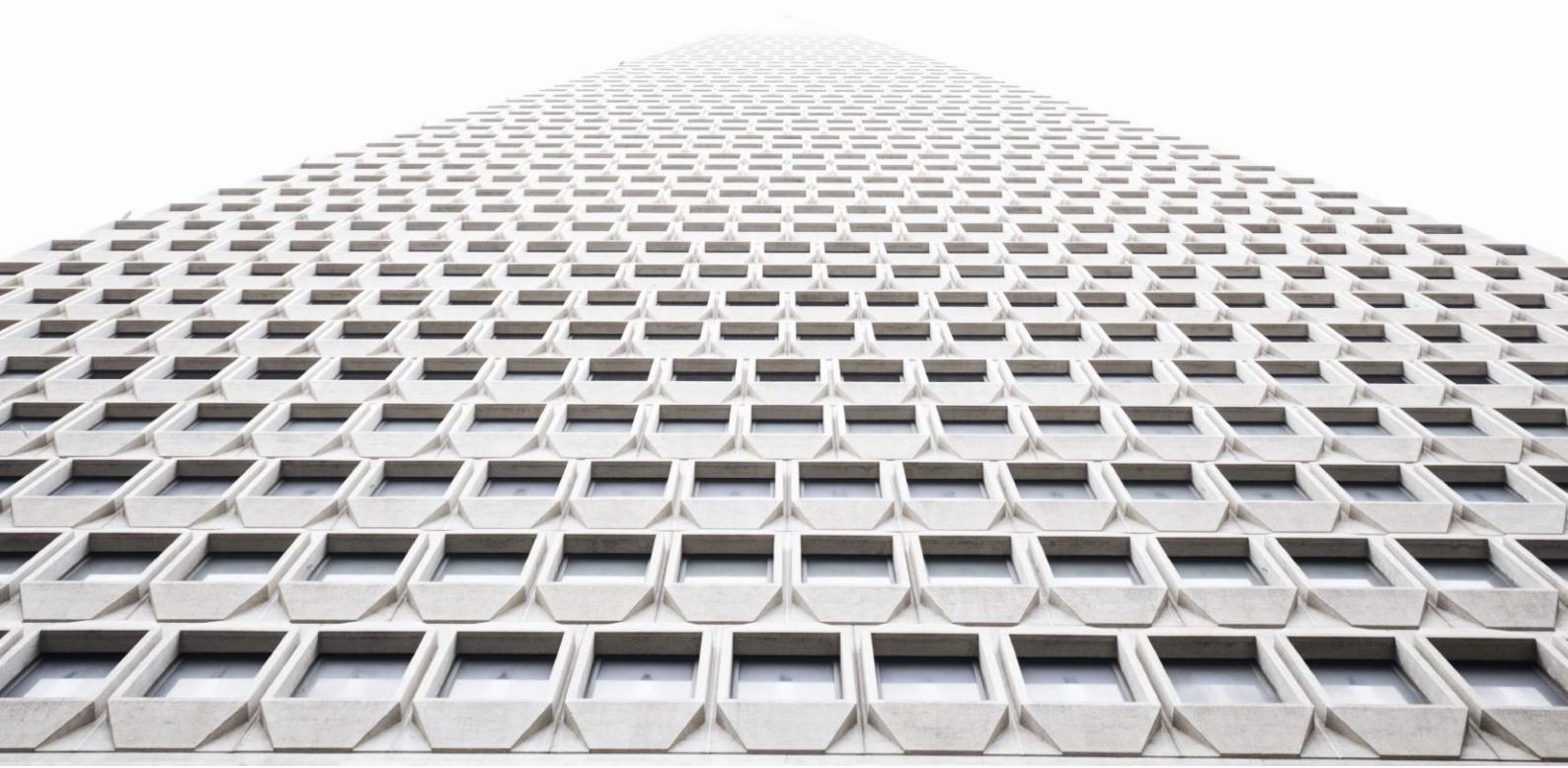
HUNT.BET

Offscreen

# Introduction

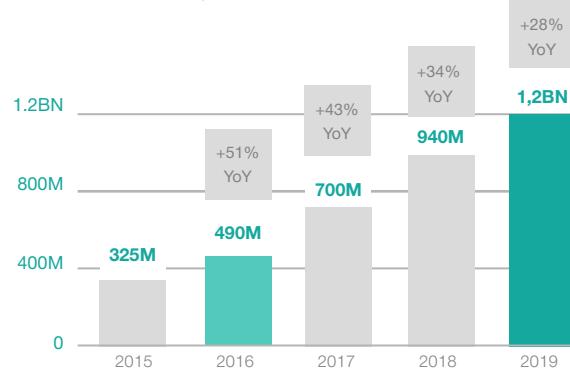
Millions of people all over the world take keen interest in eSports. This is the realm where disabled people are standing alongside with others. Internet removes constraints of physical restrictions and lets you play with friends living in other cities and countries. Actually the number of cybersport players has increased so much that it would be outrageous to neglect such a large community.

We see that blockchain is coming to our life and, considering the eSports players and bettors extremely close to computer science and advanced technologies, we assume that these people are the ones who should be on the edge of it.

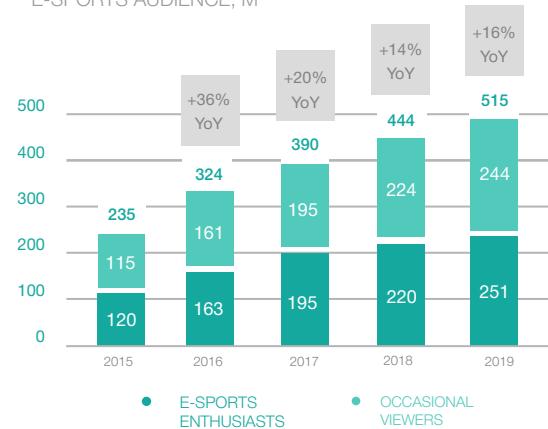


## STRONG CONSUMER MARKET WITH UNTAPPED POTENTIAL

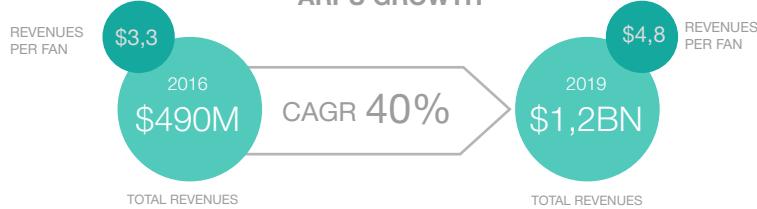
E-SPORTS REVENUE, \$



E-SPORTS AUDIENCE, M



### ARPU GROWTH



According to the research of digital market carried out by Super DataResearch (data provided by the company), capital turnover reached \$747 million. By the year of 2019 the growth is predicted to be as high as 150%, resulting in \$1.2 billion.

Year after year the winners' pot is growing at an exponential rate, leading global brands are gradually getting engaged with cyber sport. In 2016 "Valencia" (Spain) and "Dynamo" (Russia) were the first football clubs to start cyber sport activities, yet they are not the only ones on the list. A number of betting

**Unpredictability and an ever-increasing dynamics are the key features of eSports matches when compared to traditional physical sports.**

offices is on the rise, regardless how obscure and sophisticated their business is. And yet their hidden income exceeds millions USD. This is exactly why we directed our attention to this very industry.

# Cybersport Industry

## Mass participation and accessibility

Cybersport, eventually becoming an official sport, is an inevitable result of internet development, computer games popularization and people's inexhaustible desire for competition. The elder generation may find hard to understand why younger people enjoy it, meanwhile e-sport makes everyone equal regardless their age, as long as you take an impartial approach.

## Visual appeal

Modern computer-game championships are no different from global football or hockey matches. Huge e-sport arenas are being built in big cities all around the world, just the same as stadiums. People coming to look at their favorite teams' performance live or watch the tournament on-line are sport fans. This was proved by increasing popularity of services like Twitch. Each game is commented by a professional broadcaster in an specially equipped room, while analysts, with pundits among them, provide a comprehensive look into development of each match.



## Big money and rewarding job

Being popular and giving a promising outlook, e-sport is attractive for investors – big share of money goes to players, thus turning a hobby into a well-paid job. No matter how captivating game may be, it needs a spur to get people's support and further development. Developers spend a lot of money to organize championships. They are joined by sponsors – companies manufacturing computer accessories and other related things. Successful players turn into professionals who earn their living doing the things they like.

Even nowadays winners' pots already reach several million US dollars.

**For example, Dota 2 «The International 2016» tournament fund was 20 770 460 US dollars; the Intel Extreme Masters VIII fund was 696 000 US dollars.**

Tournament games are broadcasted on-line on the internet, getting millions of viewers. For instance, according to data from TrackDota.com, more than 4.6 million people watched the final competition of The International 2015.

## Prize money

Funds for one of major tournaments of CS:GO, The ELEAGUE Major 2017, held in Atlanta on January 22-29, 2017 were as follows: 500 thousand USD for the 1st place;

150 thousand USD for the 2nd ; 70 thousand USD for 3rd-4th places места; 35 thousand USD for 5th-8th places and 8750 USD for 9th-16th places.

The Main Event of The International 2017 will take place on 7-12 of August in Seattle (USA). The prize pool totals 23.1 million dollars already.

Dota 2 The International 6 in 2016 breaks prize money record with over 20 000 000 US dollar prize pool, The Wings Gaming, Chinese team, hit the top and took over 9 500 000 USD.

The prize pool for Dota 2 The International 5 in 2015 was more than 18 000 000 US dollar prize pool, American team Evil Geniuses won over 6 500 000 USD.

In 2014, during Dota 2 The International 4, with its prize pool over 10 000 000 US dollar, Chinese team NewBee won over 5 000 000 USD. Where 1,6 million dollars were given by Valve company, the tournament organizer, and the rest were collected through optional purchasing Compendiums, game artefacts.

In 2013 SK Telecom1 won around 1 000 000 USD at RiotGames' tournament of League of Legends, 3rd season. The season prize pool was 2 050 000 dollars per season, divided for 14 teams.

In 2013 during Dota 2 The International, where the prize pool amounted to 2 874 407 dollars, The Alliance team won 1 437 203 USD.

In 2012 Taipei Assassins won 1 000 000 USD at 2nd season of League of Legends. At that time the prize pool was 1 970 000 USD.

In 2011 Na`Vi team won Dota 2 – The

International. The team (5 people) got 1 000 000 USD.

Previous large-scale competitions offered a prize pool up to 1 000 000 dollars or more. The winning cyber sport record belongs to Johnathan Wendel, also known by the gamertag «Fatal1ty». Winning the final competition of Painkiller in 2005 he got 150 000 USD. Salaries of Korean StarCraft-gamers go from 20 000 up to 600 000 dollars per year. Prize pools of large competitions are usually formed by investments from hardware, hardware peripherals and software related companies. Growth dynamics in this industry and increasing attention value are quite obvious, and that is just in a rather short time.

## eSports in Russia

The Russian Federation was the first country to acknowledge cybersport as an official sport discipline. This happened in 2001. Yet due to the red-tape this status was withdrawn in 2006 and it took computer games 10 more years to reclaim their rightful place in line with football and hockey.

All eSports disciplines are subdivided into several major genres with different space, models, gameplay and skills to be developed by eSports players: First Person Shooter, real-time strategy, racing video games и amateur flight simulations, Multiplayer Online Battle Arenas etc.

In 2014 Russian State University of Physical Education, Sport, Youth and Tourism started



a course “Theory and principles of intellectual sport activities (eSports)”.

On the 7th of June, 2016 Ministry of Sports officially announced Computer sport included in the register of officially recognized sports of the Russian Federation.

On 13th of April, 2017 Department of Justice in Russia registered Ministry of Sports' order № 183 dated March 16, 2017 “About recognition of sport disciplines and sports, adding them to the Federal register of sports and amendments to the Federal register of sports”. As indicated in this order, eSports belongs to the second section: “sports skills to be developed on the federal level”. This means that it is possible now in Russia to hold official national competitions with sport titles and categories awarded for victories in eSports. The same section includes all “traditional” sports like football, hockey, basketball, etc.

## Competitions

eSports competitions are held all around the world, international competitions among them. The most meaningful and analogous to the Olympics is an international competitive video gaming event World Cyber Games (WCG), which used to be held in different countries from 2000 up to 2013.

Apart from WCG there are regular sports tournaments such as Cyberathlete Professional League и Electronic Sports League.

## Semi-professional leagues

Together with competitions with prize pools there is a number of semi-professional leagues, providing tournaments with Cups and ladders. Among the most well-known and widespread leagues are ClanBase, ESL and others.



# Betting Problem/Solution

## The Problem

### Perceiving the centralization as a problem:

- Funds allocated in one hands
- Centralization of control
- Non-distributed systems

### Existing sports betting problems

#### Risks for bettors:

- Regulatory repercussions
- Dependence on manipulation
- Possibility of funds loss
- Identification requests

#### Risks for bookkeepers:

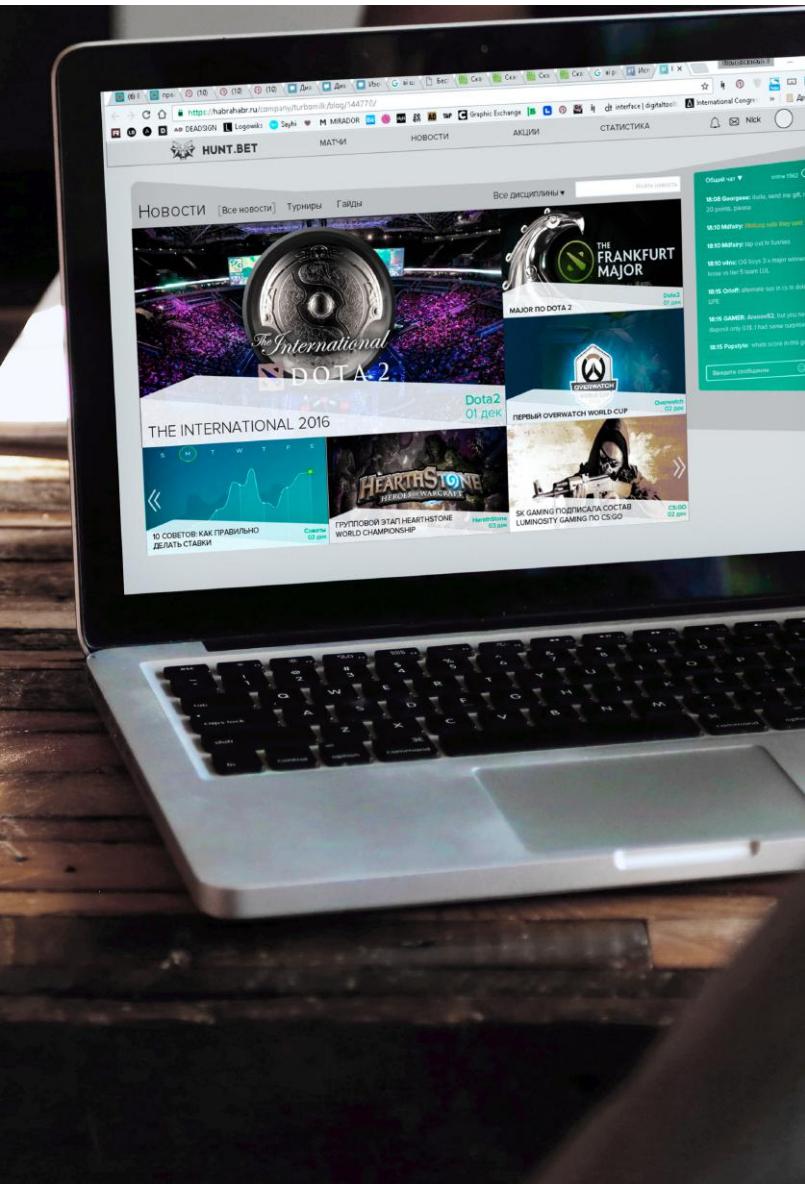
- Regulatory repercussions
- Security problems
- Bookies' assets freeze
- Confiscation of funds by the Government

## The HUNT.BET Solution

- Fully decentralized – removing the individual control
- We reduce the betting market risks
- Open list of bets – cleanliness in betting and fees taken by us
- We guarantee our user privacy
- The code is open source – anyone can see it, use it and has his word in the future of development
- Ethereum smart contract uses the Neuronal Network to receive the information about the events results – no one can affect the results/payments distribution
- HUNT.BET doesn't need your personal information to use the betting service

# What is HUNT.BET

HUNT.BET is a high-potential decentralized e-sport project. It includes fabulously user-friendly and self-explanatory service for betting on the most popular e-sport disciplines: League of Legends, Dota 2, Counter Strike: GO, HearthStone, Overwatch, etc. HUNT.BET provides news, statistics, tournament broadcasting, communication with e-sport amateurs and professionals, gaming devices, lots of promotional activities and much much more!



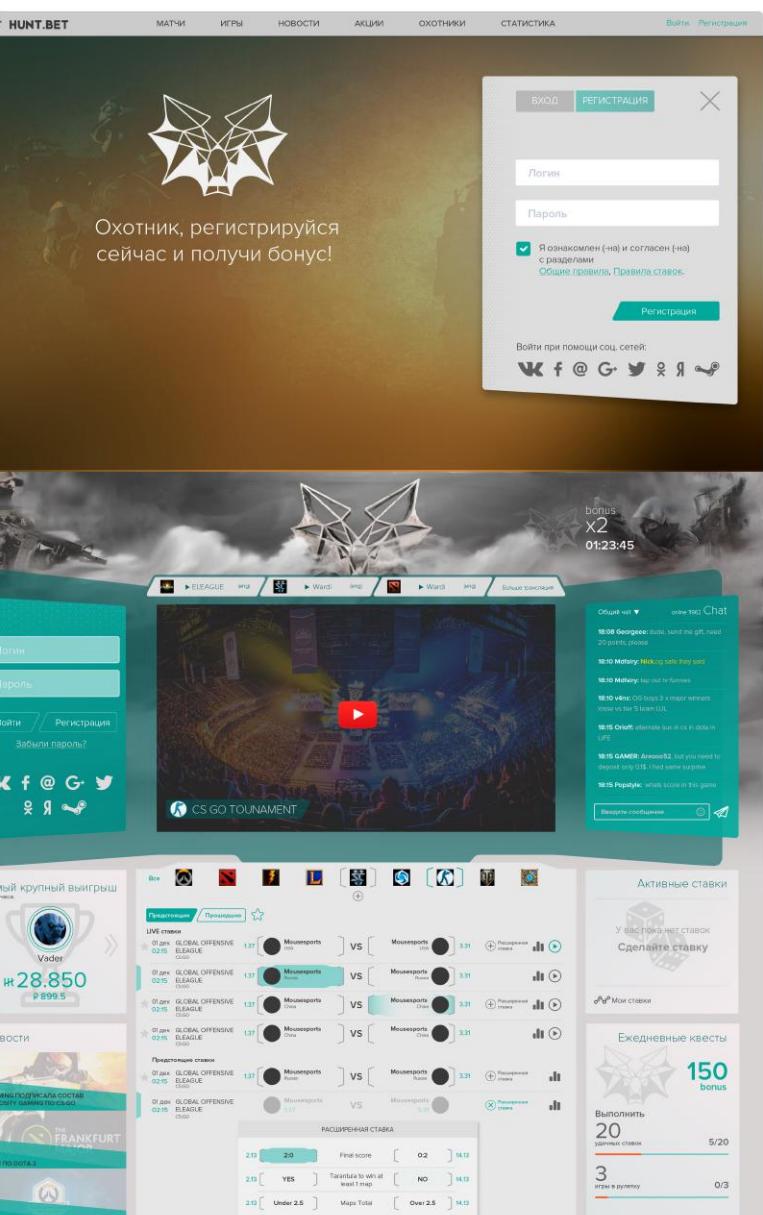
No more fraud, no more payment delays – check every transaction on your own!

# Innovative approach

HUNT.BET's innovation rests on a new round of betting principles using Ethereum smart contracts. It cancels incredibly high fees on transactions and unclear cash flowing charts. Thus our business model will be utterly transparent, comparing it to already existing bookmakers.

## Decentralization principle

Existing organisations are currently using centralized schemes, which do not rule out cheating on users or system failures or loss of money due to hack attacks. The thing we offer is a decentralized system to avoid the above mentioned problems.



## Automatic control

Smart contract will receive information regarding outcome of different activities a bet was placed on, requesting it from the real world source. After receiving the information the contract will automatically make payments.

## Definitions

**Player** (within the context of HUNT.BET) is a user placing a bet on an activity (for instance, victory of a certain team or a specific outcome of a match).

**Activity outcome** is a result received by the contract from the real world when the activity is finished.

**"Coeff"** stands for coefficient, a value assigned to every existing activity. Coeff value can not be less than "1".

**Bet** is a sum of money placed by a player against a outcome of an activity with a specific coefficient. In context it is expressed as "bet".

**Gain** is a sum of money returned to a player by the smart contract in case the player's choice of an activity outcome when placing a bet corresponds to the actual activity outcome. It is expressed as "gain" and calculated using the following formula:  
$$\text{gain} = \text{bet} * \text{coeff}$$

**Jackpot** is a periodical payment of money received by HUNT.BET from betting players. Any player can win the jackpot provided the bet was placed by a player after a previous jackpot event and before the upcoming one, at the same time a player must at the moment be using HUNT.BET.



## Advantages and features of HUNT.BET

The service consists of several full-featured blocks, thus combining functions of numerous rival decentralized services.

- eSports betting platform
- Self-explanatory interface
- One-to-one chats
- Trophy and user-upgrade system
- Achievements system
- On-line shop
- Daily jackpots
- Rewards for the luckiest bettors
- Live events broadcasts
- Informative user account
- Recent eSports news
- LIVE social media blogs
- Users' blogs
- Daily promotional activities
- Statistics on eSports disciplines
- Bonus awarding system

# Service availability 70%



Having all information gathered together is one of the major advantages of HUNT.BET is that you don't need to switch between loads of tabs searching for specific e-sport industry information, relevant events, teams or players anymore.

Do you want to try your luck? Fancy playing with numbers and estimating the chances to win? Like reading eSports news or just zone out watching videos with your favorite discipline? Looking for other people interested in eSports? Now it all comes down to the same service!

## Referral system

HUNT.BET will implement referral system. After you invite somebody to join, you will be entitled to receive referral awards as the invited person places bets.

## User account

Progress can be assessed in the user account, where information on user level, trophies received, bet statistics (changes in balance), list of bets placed, sums of jackpot hits, invited players and relevant referral rewards are displayed.

## Broadcasting

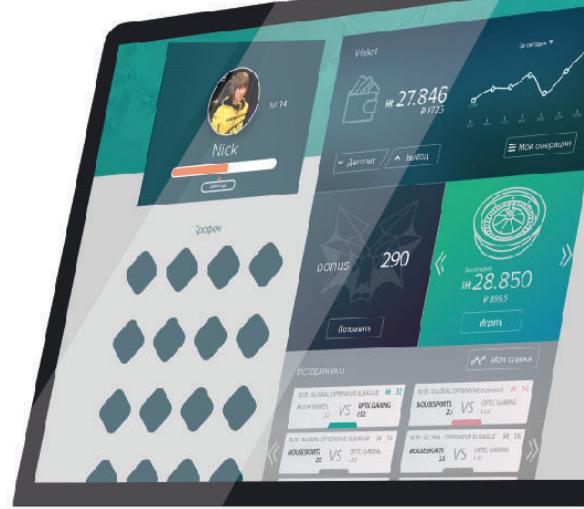
HUNT.BET will collect all translations for all events which you can bet on. Users watching translations on HUNT.BET are entitled to awards.

## Bonus awarding system

Users receive bonuses after placing a bet, these bonuses can be changed for monetary funds or used to buy gadgets in our online-shop.

# Personal user account

Multifunctional profile with a trophy and bonus systems – complete tasks and receive rewards

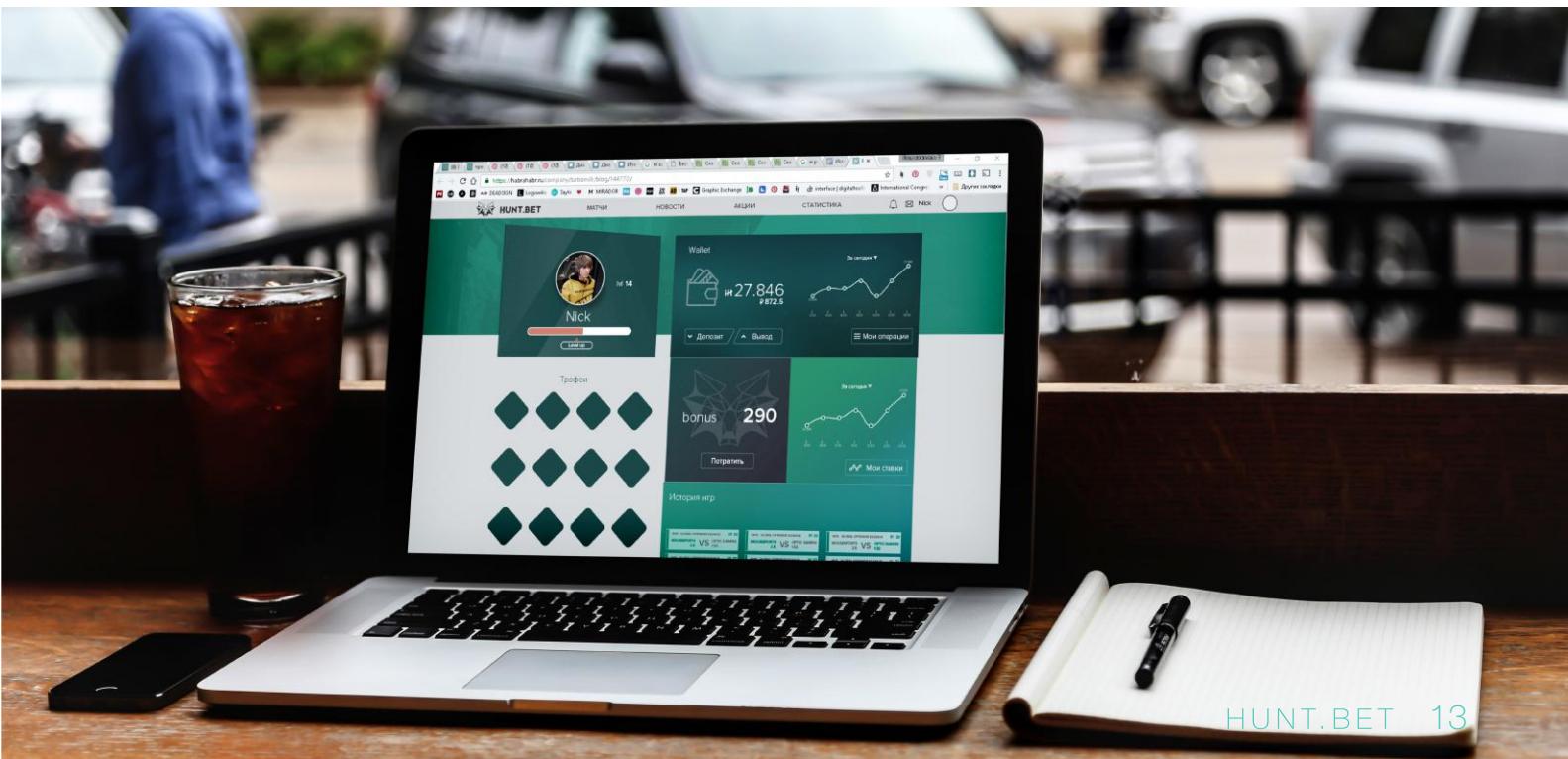


## User-friendly personal wallet

Transaction history and balance chart provide you to control your finances

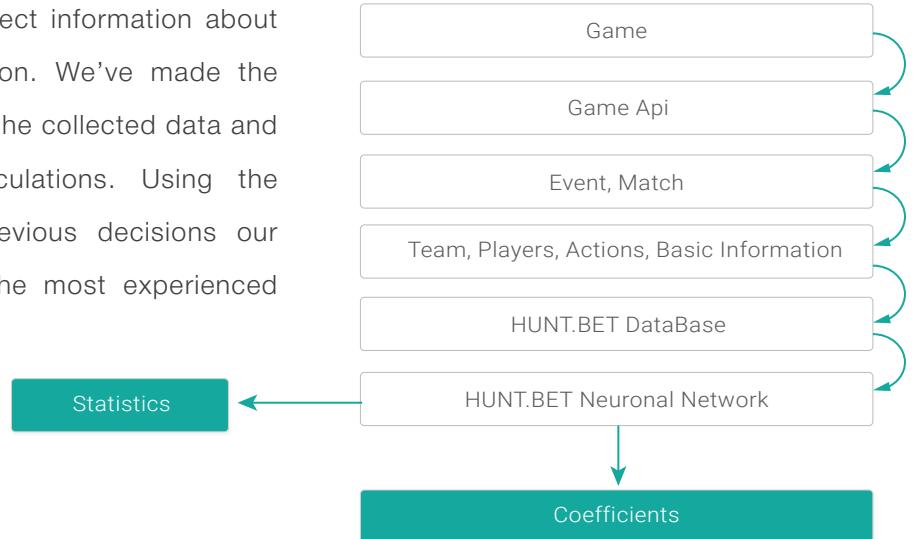


| Мои операции |                                      |         |                          |
|--------------|--------------------------------------|---------|--------------------------|
| Время        | Операция                             | Сумма   | Статус                   |
| 16:15        | Пополнение с карты VISA *** 0896     | 5000руб | Внешний перевод, Закрыто |
| 16:10        | Выход средств на карту VISA *** 0896 | 5230руб | Внешний перевод, Открыто |
| 13:23        | Выход средств на карту VISA *** 0896 | 7500руб | Внешний перевод, Открыто |
| 10:42        | Занесение на внутренний счет         | 1200руб | Внешний перевод, Закрыто |
| 16:15        | Пополнение с карты VISA *** 0896     | 5000руб | Внешний перевод, Закрыто |
| 16:10        | Выход средств на карту VISA *** 0896 | 5230руб | Внешний перевод, Открыто |
| 13:23        | Выход средств на карту VISA *** 0896 | 7500руб | Внешний перевод, Открыто |
| 10:42        | Занесение на внутренний счет         | 1200руб | Внешний перевод, Закрыто |

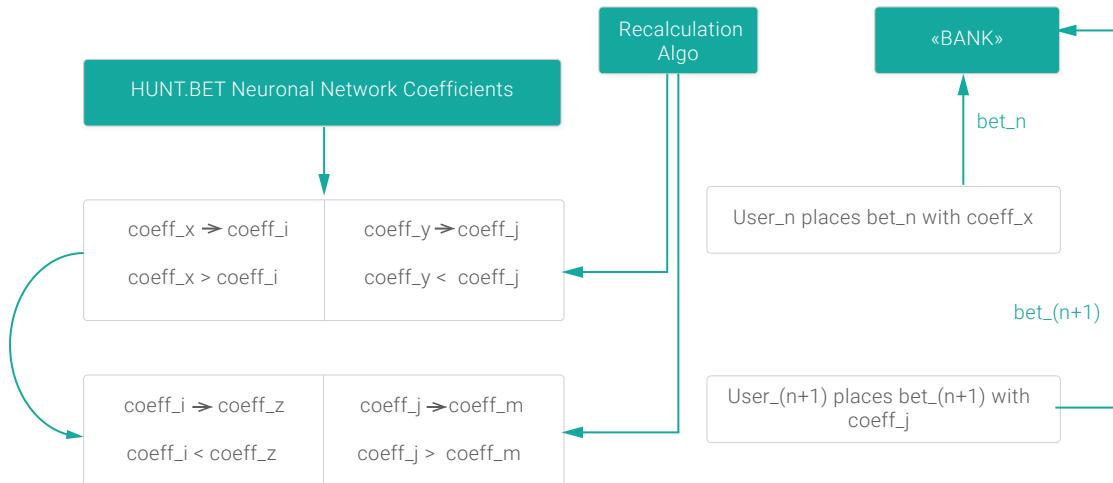


# HUNT.BET Neuronal Network

HUNT.BET uses games APIs to collect information about disciplines that everyone can bet on. We've made the neuronal network that processes all the collected data and uses it for the probabilities calculations. Using the Probability theory and its own previous decisions our neuronal network builds itself as the most experienced eSports results predictor.

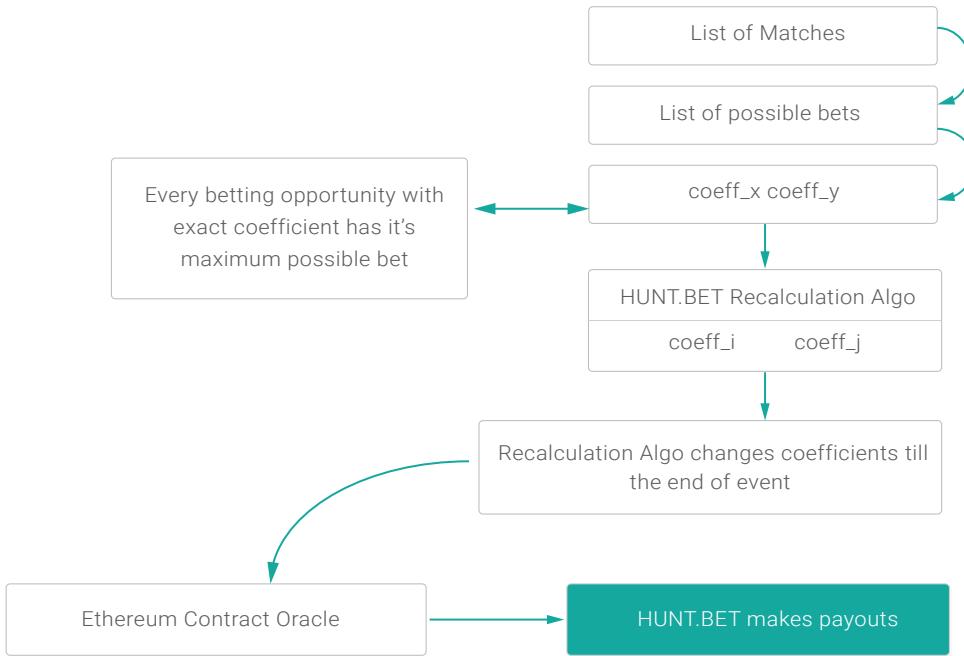


## Recalculation Algorhytm



Recalculation Algorithm made to recalculate the event coefficients after every bet. We built this system to ensure that there will be enough money in “BANK” to make all payouts. “BANK” is a part of betting system which includes the HUNT.BET financial cushion that adds the weighting factor to the event coefficients and users’ bets. As you can see on the graph, coefficients are changing when the Recalculation Algo gets information about the bet. Coefficient that was used for betting gets the lower amount, the other goes up.

# HUNT.BET Betting System



The most important part of HUNT.BET is betting. Each match has a lot of betting opportunities – which team will win, who will make the first blood, what will be the final score of the game etc. Also, we are using the recalculation algorithm which recalculates coefficients after every bet.

Let's take an example. There is a CS:GO match with 2 teams (Team\_1 and Team\_2). At the first glance, we see two outcomes: "victory of Team\_x" and "victory of Team\_2". They are mutually exclusive: the first outcome makes impossible the second one and vice-versa, yet there must be an outcome. HUNT.BET attributes a coefficient to each of these outcomes. Coefficient for the first outcome, let's say, is "coeff\_x", and "coeff\_y" is a coefficient for the second one.

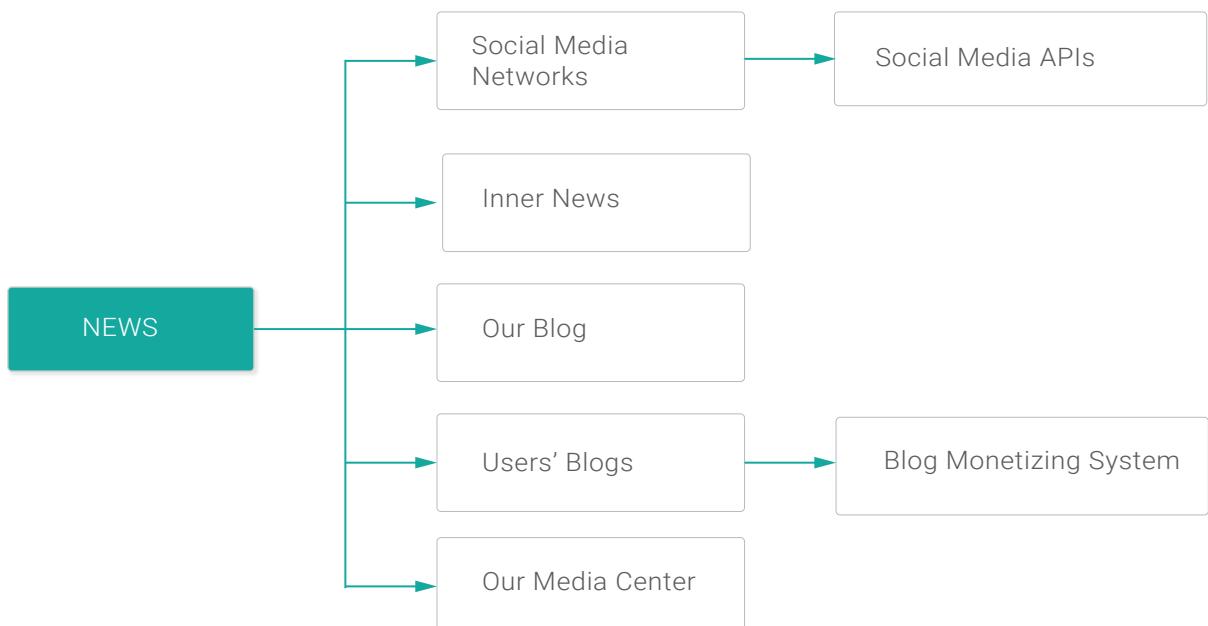
User decides to place a bet amounting to X on the outcome "victory of Team\_1". If this actually happens, the user gets a payment totalling to gain = coeff\_x \* X. If, due to any reason, the activity was cancelled in the real world (match cancellation for any reason), the bet is returned to the user's account, the sum of returned payment equal to the sum of the bet.



## Newsportal

Recent news, events, useful tips and user's blogs

Our News System includes the social media part which uses social media networks APIs to get the info like tweets or photos from professional players' social profiles. By "Inner News" on the graph we mean the news about HUNT.BET team – partnerships, future plans etc. "Our Blog" is a place related to the HUNT.BET technical updates. Everyone can make its own eSports blog and earn on it. The system is pretty simple – you just need to get other user's attention by your good quality content and it will be supported. "Media Center" is a part of our team that will turn to the HUNT.BET streaming agency in the future.

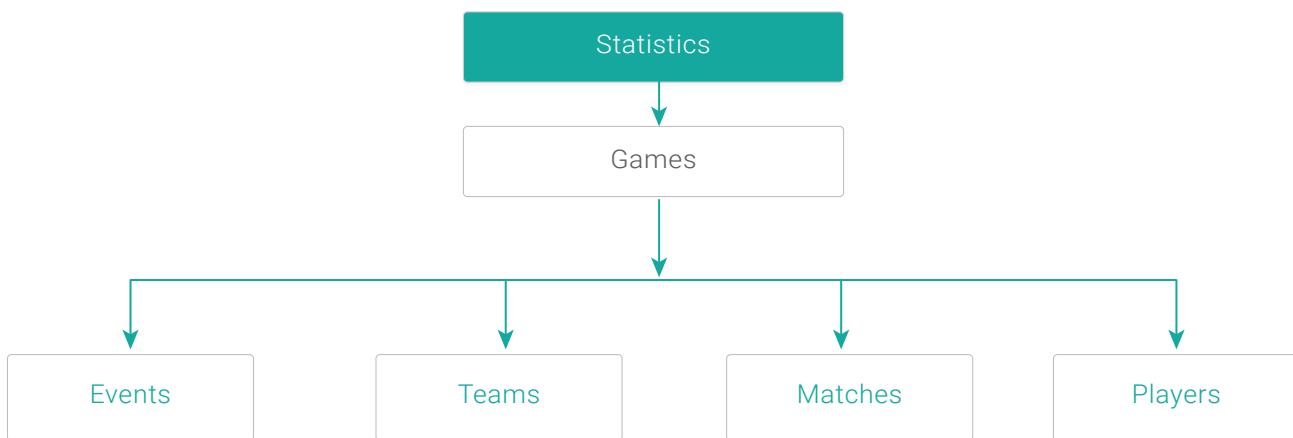




## e-Sports disciplines statistics

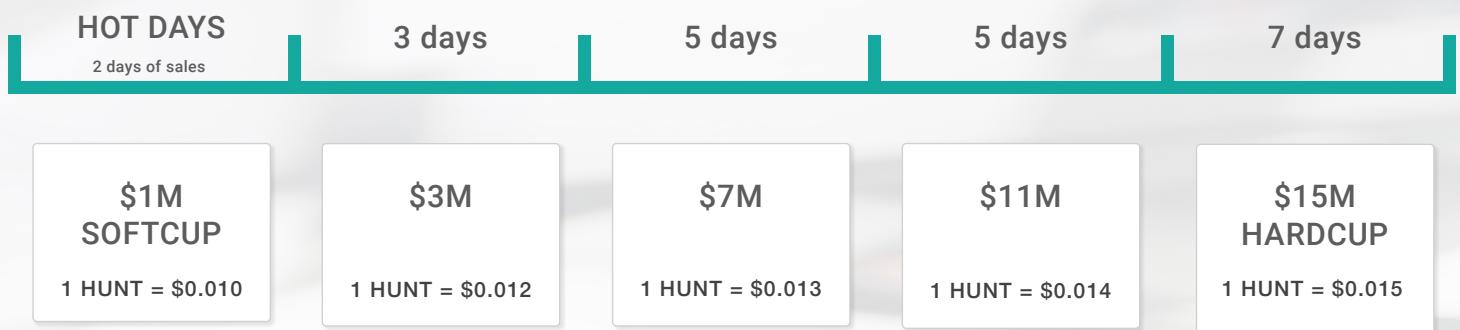
Detailed tournaments, matches, teams and players statistics – all information in one place

Statistics is a place where you can make your own analysis on eSports events using all the information that we have.

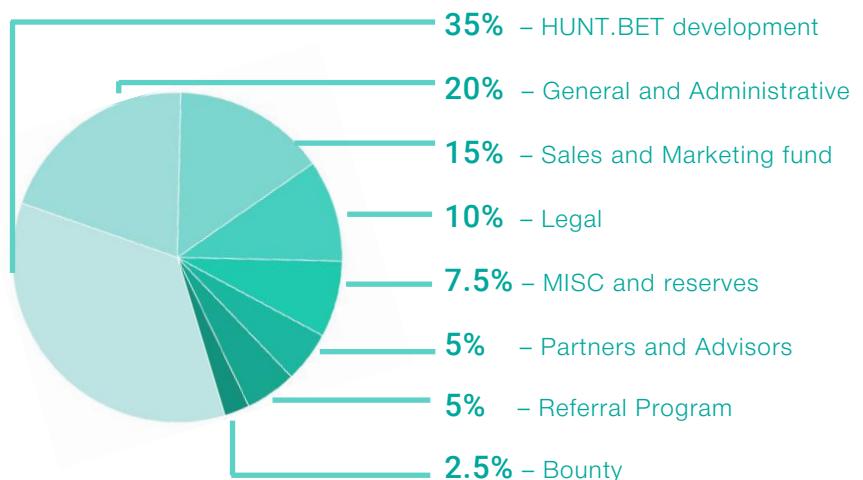


# ICO structure

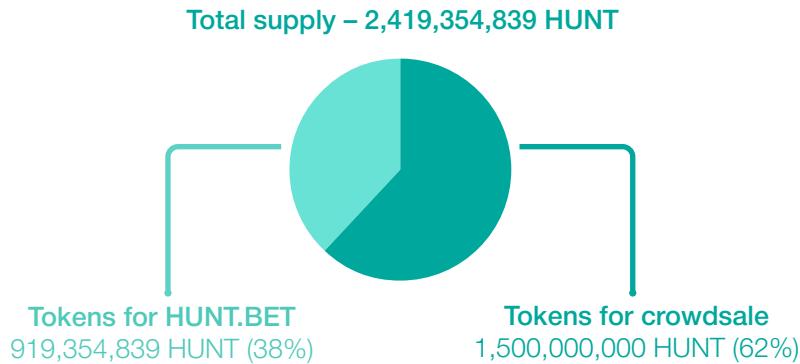
## ICO Stages



The funds that HUNT.BET raises during the crowdsale for the HUNT token will be used as shown on the chart.

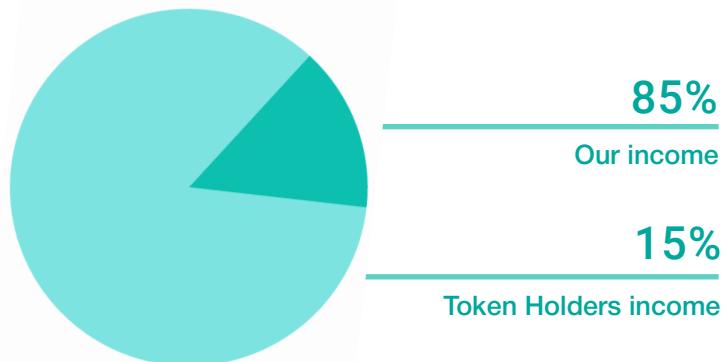


# HUNT TOKENS DISTRIBUTION



## Token Value

All token holders will receive 15% of HUNT.BET betting service every month.



HUNT.BET fund is an enterprise registered in Seychelles ("Aqua Commerce" Ltd), which will manage the collected funds.

The name of the crowdsale token is HUNT.

Existing HT Tokens from the first round will be doubled and converted to HTP after the Pre-ICO.

Pre-ICO token name – HTP (HUNT Token Pre-Sale).

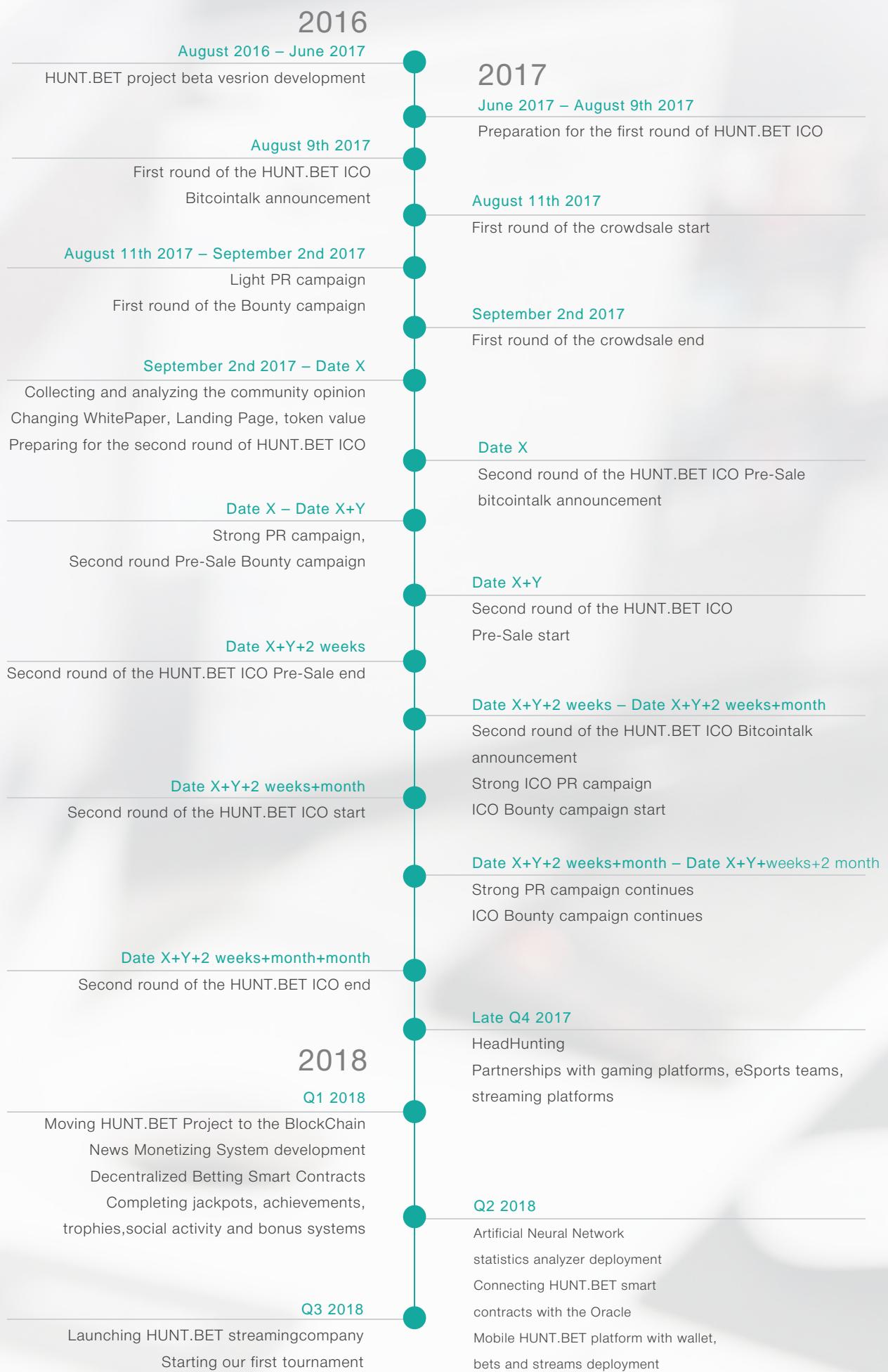
All HTP tokens will be converted to HUNTs after the ICO.

Unsold tokens will be burned.

If HUNT.BET won't reach the SOFTCUP, all investments will be returned.

HUNT tokens will be available on the exchanges right after the end of ICO.

# ROADMAP



# Our team



Our team consists of 8 software developers, 3 logistics specialists and 3 UX-designers. We have made our way from miners to contract creators. We have an experience in creating internet resources starting from landing pages up to platforms with sophisticated logistic structure, based on Python. For 5 years we have been bringing our customers' ideas to life, and this is our first independent project based on the BlockChain. Let's change the betting world with us.



**Join the HUNT.BET – join the future of betting!**