OPlay White Paper

1. Overview

- a) What is lottery
- b) Defects of online lottery
- c) Block chain technology and lottery

2. Market

- a) Global lottery market
- b) Global e-sports and e-guess market

3. Platform Philosophy

- a) Openness and transparency
- b) Openness and inclusiveness
- c) Ecological system

4. Mode and Features

- a) Regional agency mode
- b) Open-type bonus pool
- c) Open and share
- 5. Core Architecture
- 6. ICO Capital usage planning
- 7. Development Planning
- 8. Team Introduction

1. Overview

a) what is lottery

Lottery is a special financial tool. Like stock, bond and fund, lottery issue could continuously and repetitively raise idle funds in the society. However, in contrast with stock, bond and fund, lottery could not be transacted or redeemed at any time. What's more, lottery does not reflect the stock right relation, contractual relationship or entrusted investment relationship, but only reflect the possible potential bonus allocation relationship between purchaser and issuer. Lottery's return on purchaser is built on the probability basis rather than on the economic benefit. Purchasing lottery on one hand might lead you to zero return, on the other hand might bring you returns several times, dozens of times, hundreds of times or even thousands of times as much as the investment. From this perspective, Lottery could be regarded as a kind of "probable value security".

b) defects of online lottery

As there is the shortage of laws and regulations and the deficiency of the supervision in terms of online lottery sales and the money return rate of traditional lottery comprehensive bonus is very low, the cost for many large online lottery sales agency platform in selling fake lotteries is extremely low and it difficult to impose corresponding supervision. In a word, since the profit is large while lottery issue and management center could not make supervision, it has no choice but to prohibit the development of online lottery. However, it is not able to drive the development of lottery, but only diverts users of online lottery to the third party platform where internet takes the full control. In the third-party platform where the supervision, equality, openness and fairness are in shortage, it is even more difficult to guarantee users' interest. User is the factors affected most seriously, which reduces users' trust on online lottery.

c) block chain technology and lottery

Block chain technology could realize fair lottery drawing and public audit, which is efficient and transparent. Meanwhile, it is convenient for issuer and player to make supervision and backtracking. In this way, it could solve the trust problem for internet fundamentally. With the update and evolution of block chain technology and the development of side chain technology, various trust problems in the internet lottery could be solved by block chain technology.

2. Market

a) global lottery market

According to the latest Global Lottery Industry Annual Report released by Global Betting & Gaming Consultants, the global lottery industry income in 2014 exceeded 450 billion US dollars. It is predicated that the global lottery industry in come would reach 525 billion US dollars in 2019.

b) global e-sports and e-guess market

As the global e-sports market is getting momentum, watchers of e-sports are increasing continuously. We believe that global e-sports e-guess market would become the new growth point in the future.

3. Platform philosophy

a) openness and transparency

OPENPLAY block chain lottery platform would use the block chain side chain technology and smart contract to make development in terms of the lottery draw, lottery draw method and bonus allocation, in order to guarantee the openness, equality and fairness of the platform data.

b) openness and inclusiveness

The third party could use the SDK opened by the platform for developing and issuing game varieties. It could be docked to the platform. In this way, users could enjoy more game choices while the third party could attract more customers and thus reduce the promotion cost.

c) interactive entertainment ecology

The internet user flow cost stays high today, so we will connect the currency of the platform with other emerging online interactive entertainment applications or platforms, including online video platforms and online live streaming platforms. By doing so, we would construct a new online interactive entertainment ecological system which enables the flow to be acquired easily between platforms.

4. Mode and Features

a) regional decentralized agency mode

The third party game developers could develop games in accordance with the API port provided by the website to draw a percentage from the profit as the developer. The third-party operator could become the game promoter and draw a percentage from the profit according to games.

b) open and transparent bonus pool model

All users could invest in the bonus pool. If the bonus pool increases, investment users could enjoy profits.

c) open and share model

All third-party games developed in accordance with the game port rules provided by the platform could share bonus pool and users. What game developers should do is designing and providing games featuring sound experience.

5. Core architecture

- a) We provide verifiable lottery drawing method, including numerical probability type, various professional e-sports events or major independent events.
- b) We make user butt joint for games in the platform. Users could play more games developed by the third party in our platform and the third-party game developer could take in all of our users.
- c) The third-party service provider would provide users with multi-currency recharge and withdraw processor to receive more block chain asset from users.



6. Capital usage

Capital acquired by OPENPLAY initiated ICO would be used for the payload of platform developers, the operation expense and the application for compliance license plate.

7. Development planning cycle

November 2016: white paper and presell announcement

December 2016: ICO kickoff

January 2017: ICO stop

February 2017: prepare operation in the earlier stage and dock with overseas

operation resource

March 2017: establish developer community

April 2017: platform internal test May 2017: platform small circle test

May 2017: open test starts

8. Team Introduction

This is an ambitious elite team developed by elites in game operation, product design, technology development, promotion and block chain and committed to the development and operation in the block chain sector. Team members will start to study how to combine block chain with actual application in 2013 and they focus on the product designing and operation. During the operation period of The bitcoin game platform created by such a team, this platform created over 10 million dividend and profit for platform shareholders and investors within the short period of one year. The Its CTO has taken the position in the large-scale internet company. Besides, it has strong technical strength and its research on the block chain technology stays at the cutting edge of the industry.