# nuly <br> WORLDWIDE BIGGEST TECH-TAINMENT <br> <br> BlockBall 

 <br> <br> BlockBall}


## WHITE PAPER

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## 1. 1.1. Blockball \& Techtainment

## Overview of Blockball Platform



Blockchain technology, which has generated a global response through the growth of the 4th industrial revolution and cryptocurrency, has continued to explode in many areas, including finance, technology, resources, entertainment, and gaming, presenting a blueprint for the next world. The proposal for the Blockball platform starts with creating a 'joy' of the many changes that these innovative technologies will make.

Building a technology-based global entertainment-Blockball platform, which creates the greatest joy in the blockchain world, is not just a game platform, but provides continuous service by adding content from various fields, including the world largest Jackpot lottery, Mixed Martial Arts betting, Gambling, mini game, and casual game. In addition, various programs for participants' enjoyment are included, ranging from links to global influencers, high-quality adult content with low language barriers, and super-luxury yearend events.

## 1. - 1.2. Analysis on Target Market

1) Dapp Market
*www.stateofthedapps.com


In 2018, overall, cryptocurrency price has dropped sharply. As interest in cryptocurrency and blockchain decrease, as well as the news of blockchain project, but still, blockchain based Dapp continues to grow.

| Category | TRON | EOS | Ethereum |
| :---: | :---: | :---: | :---: |
| Total Dapp number | 187 | 341 | 1,343 |
| Total User number | 357,953 | 334,480 | $1,151,657$ |
| Total number of a- <br> ctual uses of Dapp | 157 | 326 | 752 |
| Total number of <br> actual users | 303,747 | 262,450 | 186,544 |
| Sales Rate | $91,771,511$ | $176,559,323$ | $5,189,613$ |
| Sales Value <br> (USD) | $\$ 1,361,874,246$ | $\$ 1,657,138,524$ | $\$ 202,218,095$ |

## 1. _ 1.2. Analysis on Target Market

2) Main Dapp Market - TRON


TRON is Altcoin developed by Tronix, a company called as Chinese YouTube, that allows suppliers and end users to do business without intermediates and commissions.
[Active Users : 303,747]

[Transactions: 91,771,511]

. Gambling 96\%
$\square$ Exchange 1\%

- High-risk 1\%
- Game 1\%
- Others 1\%
[Volume : 57,830,736,249 TRX]

- As of May, 2019, Dapp has rapidly growing.
- In 1st quarter of 2019, the transaction amount used for Dapp was approximately \$1.362 billion, more than 90\% of which occurred in gaming sector


## 1. _ 1.2. Analysis on Target Market

3) Main Dapp Market - EOS


EOS, like Ethereum, is a blockchain based operating system (OS) that supports Dapp. The goal of EOS is to become a blockchain platform with various apps.
[Active Users : 262,450]


- Gambling 45\%
- Exchange 12\%
- Game 12\%
- Social 8\%
- Others 23\%
[Transactions : 176,559,323]

[Volume : 582,662,173.75 EOS ]

- Gambling 82\%
- Exchange 10\%
- High-risk 6\%
- Others 2\%
- Currently (May 209), Dapp has the highest number of uses.
- 1st quarter of 2019, Dapp's turnover is approximately $\$ 1.657$ billion, more than $80 \%$ of which occurred in gaming


## 1. _ 1.2. Analysis on Target Market

4) Main Dapp Market - Ethereum(ETH)


A program that helps to create blockchain based applications. Ethereum's distributed network app reserved coin which is technology that allows users to decentralize or safely use smart contracts and agreement votes.
[Active Users: 186,544]


Exchange 33\%

- Game 27\%
- Social 13\%
- Gambling 12\%
- Others 9\%
[Transactions: 5,189,613]

[ Volume : 1,549,998 ETH ]


Exchange 51\%

- Gambling 44\%
- Others 3\%
- Game 2\%
- 1st quarter of 2019, 62\% of all Ethereum Dapp usage occurred in the gaming sector


## 1. _ 1.2. Analysis on Target Market

5) Online Gamble Market

* By Statista

Size of the online gambling market (Billion USD)


The online Gamble Market is expected to reach CAGR(Compound Annual Growth Rate) of $8.24 \%$ over the forecast period (2019-2024) to reach $\$ 876.7$ billion by 2024 . After the Supreme Court legalized sports betting in the U.S. in 2018, online gambling companies are expected to expand their sports betting options. Online gambling markets include game types such as gambling, bingo, lottery, casino, and other gambling games, including poker and country level games.


International Sports betting is estimated to have a total market value of $\$ 250$ billion, and according to Statista, a reliable research company, online sports books with licenses account for more than \$39.7 billion in revenue.

MMA is the third most popular sport in the world, after soccer and basketball. According to Nielsen Sports DNA, there are 425 million people interested in MMA (909 million fans in football). Jon Stainer, executive director of Nielsen Sports America, said of the MMA's fan size: "85\% of the audience is outside the U.S. In Brazil, we've seen strong growth in the last three years by adding nearly eight million fans."

## 1. 1.3. Blockchain Platform \& Feature of Blockball

Blockchain is a distributed data storage technology that records transactions transparently in storgae that can be accessed by anyone and replicates them on multiple computers. At the same time, it's a technology that prevents hacking by verifying records using several computers. Built as a global service, Blockball is designed based on blockchain technology for transparency in platform services that users around the world can trust. This means that the transparency of platform services ensures absolute confidence through a technical structure, regardless of the interests of any individual or particular organization.


Blockball, in particular, does not use internal logics in selecting the most important winning number or game wins or losses, but uses an external number (U.S. Powerball) that anyone in the world can trust, or a hash value generated by a blockchain core to provide no room for doubt, and the entire process of the platform service is transparently managed.

## 1._ 1.4. Expansion of Blockball

## 1) Contents Expansion

Blockball is not just a game platform. Beyond the game, various contents such as Mixed Martial Arts betting, sports betting in various sports, streaming services such as Block Girl V-log, etc. are added continuously. We have prepared all including development or licensing-in new games, business agreements, etc. to respond quickly to the diverse needs and assessments from users.

2) Market Expansion

Starting with TRON Dapp Core, which represents China, the world's largest market, Blockball extends to add EOS and ETH Core, the representative blockchain Dapps, while also linking all major payment methods around the world.

## 2. - 2.1. The biggest MMA League in the world [M1 Global]

## Marketing \& Agency Partner



M-1 Global, begins from 1997, is currently the world's largest MMA league, with Europe at its center. It aims to popularize MMA sports around the world by holding high levels of interesting games. For more than 20 years, Russia, the U.S., Japan, Brazil, Spain, the Netherlands, and the United Kingdom have held more than 150 games in a stable manner, and their size and level have continued to evolve. The first games were held in Korea in 2012 and in Beijing, China in 2014.

M-1 Global hosted a competition of world class star fighters, including Fedor Emelianenko, Andrei Arlovski, Gegard Mousasi, and Ben Rothwell. The historic match in 2011 between Fedor and Monson in Moscow was watched by 22,000 spectators and also lively by fans from all over the world. M-1 Global broadcasts live and reruns in more than 220 countries worldwide. The high level of M-1 Global games and high-quality broadcasting video keep us in partnership with the largest broadcasting companies such as CBS and Showtime in the U.S.

BLOCKBALL has signed a betting system contract with Hong Kong's FKBridge Company, which owns broadcasting publication right to $M-1$ Global, the world's largest mixed martial arts league.

## 2. _ 2.2. Global influencer [GISTAR21]

Blockball has completed the construction of a system that links to the AIDS programs of the World's Influencers (Wang Hong), each of which absorbs a huge number of followers with Blockball. It also takes a flexible adoption strategy based on the size of users and streaming platform that are popular in different countries.


As a launching ceremony of the Wang Hong Academy in South Korea in 2019, GISTAR21 invited more than 100 Chinese Wang Hongs to the ceremony. It showed a explosive effects of linking to influencers by recording concurrent users of 74 million, and 200 million. In March 2020, not only with the influencers from Korea and China, but also from Vietnam, Japan, and the United States, a global launching ceremony will be hold.

Blockball and GISTAR21 have entered into a strategic partnership agreement for mutual growth, and Blockball will issue a lottery ticket only for GISTAR21 with a variety of benefits during the launch ceremony, and offer free promotions to hundreds of millions of followers through influencers around the world. This allows for an astronomical number of members to be attracted to GISTAR21 and Blockball.

## 2. 2.3. BlockEnt

Today, it is verified through variety of exmples that the vast majority of people agree on the fact that a single content has enormous effect. In addition, unlike in the past, which the focus was on the institutionalized major media, online media such as Youtube and Facebook are absolutely strong today, and the content consumption area is expanding worldwide. Also, technological support such as significant growth in mobile penetration rates and Youtube subtitles extends the limit of single content consumption to an explosive extent.


Catching up with the worldly trend of Media, BlockGirl will be selected to create MeMedia broadcasting contents. Cooperation marketing with worldwide influencer that already got proved, Blockgirl's V-log will serve as a new momentum for Blockball expansion.

BlockEnt produces not only a single person media contents but also various blockball contents such as high-quality adult webzine and year-end event, the Blockqueen parties.

## 2. _2.4. Blockball Agency System

Since the design stagem, the blockball platform was in consultation with partners to form a global brand in a short time. This links Blockball to partners around the world who have secured a number of users, independent of the marketing and basic recommendation system that informs the platform to an unspecified number of people.


## 3. 3.1. Overview

## [Blockball.com] Guide

The Blockball platform is a content service platform built on a blockchain basis. In case of game contents, it is impossible to predict progress, winning criteria, winner criteria, etc. and implemented based on the transaction ID from a fair blockchain. Both participation and compensation in the game are made from real-time blockchain transactions, and all transactions can be checked through blockchain scan.

Use of the platform is available on a demo, TRX-based or TRONB basis and rewards are paid according to the way you participate. You can choose TRX (TRON) or TRONB (TRON TOKEN used in Blockball) from the login page, and you may purchase TRONB directly through ETH/EOS expansion later and major payment methods worldwide. The top left icon provides information on how to use, chat window, background music on/off, and sound effects on/off. And, Blockball platform supports a wide variety of languages.

1) Select TRX(TRON) of the Login to use TRON-LINK WALLET without separate log in.


Log in TRON-LINK, the expanded program of Chrome browser and select TRX under game column, then the TRON-LINK WALLET and the game screen are synchronized. Use of the platform using your own TRX without separate log in.
2) Select TRONB of the Login to use Blockball Game WALLET


By selecting TRONB, you will get to use TRON-WALLET provided by Blockball through signing up for membership with minumum information. TRONB, a game token of TRON Dapp version of a blockball, is a token made based on TRON's TRC-20 (TKBehZBihn ukd9HzSV5FT422MgWYkRLLzG) and is always interchangeable with TRX at a 1:1 exchange rate.
3) Exchange : Users can obtain TRONB using the following methods.

| Transparentand inoperablesames based on tronEXCHANEE |  |  |  |
| :---: | :---: | :---: | :---: |
| Exchange | Withdrawal | Deposit |  |
| My Balance |  |  |  |
|  |  | B | 9117 TronB |
|  |  |  |  |
|  |  | $\rightleftarrows$ Exchange | Clear |

3. 3.1. Overview

| Exchange | Withdrawal | Deposit |  |  |
| :---: | :---: | :---: | :---: | :---: |
| My Balance |  |  |  |  |
| 0 TRX |  |  | 9117 TronB |  |
| Address | Copy |  |  |  |
| TYdXnsSxEt7DyBLfDJNWKvLnePoR9GweCq |  |  |  |  |
| Please enter the amount you would like to add |  |  |  | Deposit |

3.1) In addition to TRON LINK, users can exchange TRONB with various coins to play various games within blockball platform.
3.2) Winning lotteries (Issued in form of TRONB in case of participation using TRX or TRONB)
3.3) When exchanging coupons received through coupon gift, TRONB will be charged as the indicating amount.
4) Issuance of Coupon and Registration
$\square$

Users with membership may issue coupons at any time within the range of their balance and may present or store the coupons issued. The coupon is issued with an encrypted key and can be sent to the person you want for use. The recipient of the coupon registers the coupon on the coupon registration page, and the coupon will be exchanged for TRONB for the indicating amount and reflected in his or her account information.

## 3._ 3.2. Blockball X TRON Game Contents

1) BLOCK BALL


The most important thing in the lottery is the trust of the winning number and the lottery ticket. BLOCKBALL uses the same rules and winning numbers as the U.S. Powerball, the largest lottery in the world, to give trust while storing the lottery tickets in blocks for complete transparency. And with encryption, you can participate anywhere in the world without borders between countries.

## How to play

(1) Move scroll button(left or right) to choose numbers of ticket. (Block Ball allows you to play up to 500 multiple draws with one purchase.)
(2) Pick five numbers between 1 and 69 and one Power Number between 1 and 26.
(3) Or just click Issue button for auto play, the random number generator will choose the numbers for you.

- To play the same numbers for consecutive draws, just select your lucky numbers and click issue.


## 3. 3.2. Blockball X TRON Game Contents


(4) After tickets are issued, player can check selected numbers
(5) From Ticket Details, players can edit issued numbers by clicking on each number that player wishes to change and select different number.
(6) Check next draw date, total ticket price and click Buy to play.

- Each Block Ball ticket is 5 TronB
- Remember that Blockball has 8 winning ball combinations. The more numbers on your ticket that match the numbers drawn, the more you win
(7) Know the draw times. Block Ball draws take place twice a week. They are held at 23:00(ETS) on Wednesdays and Saturdays / Thursdays and Sundays at 4:00a.m(UTC). Draw entry(ticket sales) is not available 30 minutes before and after Powerball draw.

2) DOUBLE TURN


DOUBLE TURN is a game where you can make double more profits and decuple more profits. There are 100 card slots available, and users can participate in any sum of money of boards and enjoy games. It's an addictive game for users who don't want to wait, and it instantly checks the results, drawing repeated participation in an instant.

## CHOOSE YOUR LUCKY CHANNEL!


(1) How to play
(1) Select Room by card price; 5TRONB, 10 TRONB, 50TRONB, 100TRONB.
(2) Select channel to play. Each room has 14 channels with 100 cards to flip.

- 14 Channels are divided by 2 groups which differ by reward types.
(3) When game starts, you will see number of remaining cards.
(4) Quickly flip cards before other players flip cards you want to flip and win the prize.

3) CRYPTO OPTION


REMAINING TIME

UNTIL FINISH
SEC

## WAIT $5 \square$ SEC

TIME INEEX 1575994240


With a huge user base and a Binary Option style game, participants can choose the chart from CRYPTO OPTION's actual virtual currency chart and bet it in anticipation of whether the graph will rise or fall in five minutes. Users can easily make twice as much profit if they bet on a $50 \%$ chance to increase or decrease.

How to play
(1) During Reset time, observe changes of graph.

- Finish: last round result / Base : reference value / Now: predict up or down
-The following chart shows the trend for last 10 minutes
(2) Play when the Play timer lights on
(3) Decide how much you want to bet; min, 1/2x, $2 x$ or MAX.
(4) Click CALL or PUT.


## 3．＿3．2．Blockball X TRON Game Contents

4）GOLDEN TICKET I


NEW TICKET

## 3._3.2. Blockball X TRON Game Contents

## 5) QUICKLOTTO 60"



It is the only lottery service that has addressed the disadvantages of all standard lottery tickets worldwide. If the top two levels do not win, the winnings will not be carried forward, but will be distributed to the bottom winners. QUICK LOTTO 60" is a new type of lottery where you can experience not only the pleasure of participating in the lottery, but also the reasonable profit at the same time, as you can earn more than decuple the amount of participation in the general lottery if you get more than two numbers.

How to play
(1) Move scroll button(left or right) to choose numbers of ticket.(Quick Lotto allows you to play up to 500 multiple draws with one purchase.)
(2) Pick six numbers between 1 and 49 .
(3) Click Issue button for auto play, the random number generator will choose the numbers for you.

- To play the same numbers for consecutive draws, just select your lucky numbers and click issue.


## 3. 3.2. Blockball X TRON Game Contents

## BuY TICKETS



REMAINING UNTIL CLOSE

(4) After tickets are issued, player can check selected numbers.
(5) From Ticket Details, players can edit issued numbers by clicking on each number that player wishes to change and select different number.
(6) Check ticket price and click buy to play.
(7) Quick Lotto draws take place every 60 minutes. Ticket sales is not available 3 minutes before and 2 minutes after draw.

## 3._3.2. Blockball X TRON Game Contents

6) BIT RACING


It's an easy but powerful game combining blockchain and racing. Four cars will race, and the resulting value will be based on the hash value to provide trans-parency of the race, so BLOCKBALL users in each country can participate in the race with confidence.

How to play
(1) Select the chip to be used for betting.
(2) Bet on the car you expect to win. You can bet from one to three cars and each car can bet up to 5 chips.
(3) Press START to start the game.
(4) During the race, each car passes through the roads, off-roads and city roads. Each car has a penality for each section.

## 3._3.2. Blockball X TRON Game Contents

7) MEGA TRON


Over the centuries, we have created blockchain slot games by combining slot games and blockchain that are popular with the public. You can participate in games manually and automatically, and adjust bet and adjust limits as you like.

How to play
(1) Bets will be determined by the minimum, half, double or maximum bet.
(2) Press START to start the game.
(3) The line created shows additional rewards depending on whether Tron, Bitcoin or Ethereum is applied.
(4) Display rewards based on game results.
(5) The line created shows additional rewards depending on whether Tron, Bitcoin or Ethereum is applied.

## 3._ 3.2. Blockball X TRON Game Contents

8) TRON SPIN


12 chances to win a maximum of $1,000 \%$. All values are determined by a hash to provide transparency, and the rapid progression of the game gives you a sense of urgency and excitement.


How to play
(1) Select a chip to bet on.
(2) Bet the chip on the bet area with the selected chip. You can bet up to five chips on one bet multiplier.
(3) Game start.

## 3. 3.2. Blockball X TRON Game Contents



12 chances to win a maximum of $1,000 \%$. All values are determined by a hash to provide transparency, and the rapid progression of the game gives you a sense of urgency and excitement.

* How to play
(1) Select a chip to bet on.
(2) Bet the chip on the desired betting area.

You can bet up to five chips in one area. Both bankers and players cannot bet.
(3) Initialize the chips you have placed. Cancel bet
(4) You can change the deck used in the game. Changing during play affects the next game.
(5) If new cards are issued after the game starts, check the winning multiplier by clicking on the cards one by one. If three identical cards are dealt, it becomes fixed magnification.

## 3._3.2. Blockball X TRON Game Contents

10) GOLDEN TICKET II


Golden Ticket II is an easy and simple, instant lottery that will bring you fresh joy with fast gameplay, blockchain fairness and a hefty dividend of up to 50 times.

* How to play
(1) Select a chip to bet on.
(2) Bet the chip on the bet area with the selected chip. You can bet up to five chips on one bet multiplier.
(3) You can bet the same on all wagers with the selected chip. The clear button will clear all bets.
(4) Press START to start the game.
(5) If new cards are issued after the game starts, check the winning multiplier by clicking on the cards one by one. If three identical cards are dealt, it becomes fixed magnification.


## 3._ 3.2. Blockball X TRON Game Contents

11) 88 DICE


A rational and powerful dice betting game that can break the mold of existing dice games and set its own maximum dividend rate, 88 DICE!! Combining block-chain with transparency and fairness, the 88 Dice will take you to a new world of dice betting.

* How to play
(1) Choose the number you want. You can adjust the number by moving the slide left or right.
(2) The selected number is displayed.
(3) Depending on the number selected and the bet amount of 04., the game dividend rate / winning chance / dividend amount is displayed.
(4) Change the amount to bet. You can choose a minimum or maximum and adjust it half or twice the amount you choose.
(5) Press START to start the game.
(6) At the start of the game, the transfer of the game money (TRX or Token) is made, and the result number is displayed according to the generated txID.

3. _ 3.3. Referral \& Agency Program
1) Referral Program


All users can be references for others. Users may introduce the platform to others (recommended membership) and encourage them to join. Once the recommendees sign up for membership and enter their email address as references, the reference will be registered themselves as a promoter. The promoters will continue to receive the specified benefits based on the results of the recomendees' play. In this case, no additional fees are generated.

It is the system where the platform's fees are shared with the promoters, the benefits are added to the promoters or their recommendees without loss.
2) Agency Program


If you want to promote the platform more actively and attract more members, you can be registered as an agency which gives you more benefit. In case of an agency, if a user is recommended by you, signs up for membership, and register your agency as a promoter, you will receive double benefits as a promoter and agency.

Even if you sign up for membership through the an agency, there is no additional fee paid by the user. Like Referall Program, this is a system where some of the fees on the platform are shared, and it will not result in any loss to the agency or new users. Management tools are provided for agency, and the operation of agency is legally governed by the laws of each country.
*When users sign up, they can register an agency or a promoter. If they sign up with the URL created by the agency or by the promoter, the agency or promoter is automatically registered. The benefits are available in form of TRONB and TRONB can be exchanged at any time to TRX.

## 4. - 4.1. Summary of the part of Blockchain

## Blockball Blockchain Information

$\checkmark$ Platform-linked Token Information
TRON(TRX) - Blockball is structured on basis of TRON Dapp and direct use of TRON possible through TRON LINK
TRONB - As produced from TRC20, it is the token used within blockball platform BBT - As produced from ERC20, it is the token used for proof of stake within blockball platform

## $\checkmark$ RANDOM

Most RANDOM used in Blockball Platform is the hash value of blocks that are newly created in TRON, or the hash of transactions. Absolute fairness is maintained and manipulation is absolutely impossible.

## $\checkmark$ Core Data Save

User participation information and account information (TRONB) are all registered in blockchain in real time. If it is needed to make the results of the game in advance, hash the result table and save it in Blockchain (to ensure fairness/transparency).
$\checkmark$ TX - TRON
All users are given TRON addresses when signing up and making payments through those addresses. (Exchange method)
$\checkmark$ Reward
If you use TRX, awards paid in TRX
If you use TRONB, awards paid in TRONB
If TRON and TRONB are mixed like lottery games, awards paid collectively in TRONB

## 4._ 4.1. Blockchain Part Summary

1) Blockball TRON, EOS, ETH Blockchain Final Structure Plan


## 4._ 4.1. Blockchain Part Summary

2) Blockball X TRON User game participation - TRON LINK


## 4. _ 4.1. Blockchain Part Summary

3) Blockball X TRON User game participation - Blockball Wallet


## 4. 4.2. Information of rules and

## technical realization by contents

1) BLOCK BALL

- Production Concept

A game of lottery type that applies the same winning number, draw date, and winning percentage of US Powerball. A transparent global lottery system in which user-selected lottery numbers form blocks and cannot be falsified.

- Winning Process

External numbers adopted (US Powerball)

- Rules for Cash Prize

The draw will be held every Wednesday and Saturday at 11:00 p.m. Eastern Time. The prizes from 2 nd to 8 th place are fixed quantity, and the only prize that changes is jackpot quantity received by 1st place. The first prize jackpot will carry the prize to the next round if there are no winners in the previous round, and if there are multiple winners, the jackpot will be allocated $1 / \mathrm{n}$.

| Place | Numbers Matched | Probability | Cash Prize |
| :---: | :---: | :---: | :---: |
| $1^{\text {st }}$ | $5+$ Lucky Number | $1: 292,201,338$ | Jackpot |
| $2^{\text {td }}$ | 5 | $1: 11,688,054$ | 500,000 TronB |
| $3^{\text {rd }}$ | $4+$ Lucky Number | $1: 913,129$ | 25,000 TronB |
| $4^{\text {th }}$ | 4 | $1: 36,525$ | 50 TronB |
| $5^{\text {th }}$ | $3+$ Lucky Number | $1: 14,494$ | 50 TronB |
| $6^{\text {th }}$ | 3 | $1: 701$ | 4 TronB |
| $7^{\text {th }}$ | $2+$ Lucky Number | $1: 580$ | 4 TronB |
| $8^{\text {th }}$ | $1+$ Lucky Number | $1: 92$ | 2 TronB |

## 4. - 4.2. Information of rules and technical realization by contents

## 2) DOUBLE TURN

- Production Concept

It is a game in which you turn over the cards you want and find the winning cards. There are four playrooms depending on the betting amount and there are 14 channels in each playroom. Winning is recorded in blockchain beforehand, so it is not possible to tamper with it. Once every 2 minutes, a new block is formed and reset. Multiple people can participate at the same time, making it impossible to select duplicate cards.

## - Winning Process

Converts a randomly mixed list of cards from 1st to 100th into HASH and saves them in a blockchain.

## - Rules for Cash Prize

Cash prize will vary depending on the type of table in the channel selected by player, and the table type and dividend ratio will be as follows.

| Table | Channel | Place | Winnings | Probability |
| :---: | :---: | :---: | :---: | :---: |
| A | 1~7 | - | Betting amount x2 | 50\% |
|  |  | Lose | - | 50\% |
| B | 8~14 | $1{ }^{\text {st }}$ | Betting amount $\times 10$ | 1\% |
|  |  | $2^{\text {nd }}$ | Betting amount $\times 5$ | 3\% |
|  |  | 3 rd | Betting amount $\times 3$ | 5\% |
|  |  | $4^{\text {th }}$ | Betting amount $\times 2$ | 10\% |
|  |  | $5^{\text {th }}$ | Betting amount x 1 | 30\% |
|  |  | Lose | - | 50\% |

## 4. 4.2. Information of rules and technical realization by contents

## 3) CRYPTO OPTION

- Production Concept

It's an investment strategy game based on real-time USD and the cryptocurrency market value (Tron). It brings in new market value every two minutes. The player observes the latest trend graph, the market value of past games, and the reference values to predict how the USDT:Tron market will move, bet on Call or Put within 50 seconds of play, and win if predictions are right.

## - Winning Process

Depending on the rising or falling betting players during play time, the Crypto option is divided into two teams, "Call Team \& Put Team" and the team with USD:Tron prediction wins. Players can check the total betting amount of each team in real time.

- Rules for Cash Prize
(Total betting amount by the losing team / Total betting amount by the winning team ) x My betting amount


## 4. 4.2. Information of rules and technical realization by contents

## 4) GOLDEN TICKET I

- Production Concept

This is an instant lottery (scratch) game that uses txID from blockchain transactions and immediate check of you win or fail possible. And the amount of instant lottery varies depending on the planet.

## - Winning Process

As soon as the player scratches (open) the card, the system generates a transaction and receives a txID. According to the number of fs in the generated txID HEX value, the places are arranged.

- Rules for Cash Prize

Golden Ticket is a 3 match game, and you can win a [Betting Amount x Number] winnings if you have the same 3 numbers.

| Winner | \# of F |
| :---: | :---: |
| $1^{\text {st }}$ | NLT 15 |
| $2^{\text {nd }}$ | NLT 12 |
| $3^{\text {rd }}$ | NOLT 10 |
| $4^{\text {th }}$ | NLT 8 |
| $5^{\text {th }}$ | NLT 6 |
| Lose | Less than 6 |


| Places | Winning Amount |
| :---: | :---: |
| $1^{\text {st }}$ | Betting Amount $\times 1,000$ |
| $2^{\text {nd }}$ | Betting Amount $\times 100$ |
| $3^{\text {rd }}$ | Betting Amount x10 |
| $4^{\text {th }}$ | Betting Amount $\times 5$ |
| $5^{\text {th }}$ | Betting Amount $\times 2$ |
| Lose |  |

## 4. - 4.2. Information of rules and technical realization by contents

5) QUICK LOTTO 60"

- Production Concept

A 649 Lotto game that selects 6 out of 49 numbers that are drawn every hour. Unlike the existing lottery, Quick Lotto 60's winnings are transferred to the next winner so there is always a winner.

## - Winning Process

To generate a winning number, the game host sends 1 TRX to the site host. The HASH value of the generated txID is cut by two digits to create six winning numbers, so it cannot be forged or manipulated.

- Rules for Cash Prize

| Sharing Ratio for each winner | In case of $1^{\text {st }}$ winner exists | In case of 1 st winner does not exist | In case of 2nd winner does not exist | In case of 3 rd winner does not exist | In case of $4^{\text {th }}$ winner does not exist | In case of $5^{\text {th }}$ winner does not exist |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $1^{\text {st }}$ | 10\% | X | X | X | X | X |
| $2^{\text {nd }}$ | 10\% | 20\% | X | X | X | X |
| 3 rd | 10\% | 10\% | 30\% | X | X | X |
| $4^{\text {th }}$ | 20\% | 20\% | 20\% | 50\% | X | X |
| $5^{\text {th }}$ | 20\% | 20\% | 20\% | 20\% | 70\% | X |
| $6^{\text {th }}$ | 30\% | 30\% | 30\% | 30\% | 30\% | 100\% |

## 4. - 4.2. Information of rules and technical realization by contents

6) BIT RACING

- Production Concept

The game is a blockchain racing game using txIDs that occur in blockchain transactions and HASH lists contained in recently created blocks. Handicaps exist for each car and the car with the highest HASH value wins.

## - Winning Process

The blockchain txID generated by user participation and the list of HASH contained in the block are cut every four digits as shown below, and the default distance from first to fourth vehicle is calculated according to the position of each cut. The final travel distance is then calculated after calibration for each handicap interval. The fastest vehicle to reach the final destination wins.

## - Rules for Cash Prize

Users can make up to 3 redundant bets out of 4 vehicles and receive prize if the betting vehicle wins. / Betting on 1 out of 4 vehicles and winning: 4 times the betting amount / Betting on 2 out of 4 vehicles and winning: 4 times the betting amount / Betting on 3 out of 4 vehicles and winning: 4 times the betting amount


## 4. - 4.2. Information of rules and technical realization by contents

## 7) MEGA TRON

## - Production Concept

Similar to a slot machine casino game. This game is a game where patterns are created with blockchain txID created by user participation, and each line bonus is generated when the same pattern is connected to a line.

## - Winning Process

TxID, a blockchain created by user participation, is cut by eight digits each to create a total of eight slot-specific patterns. Always place a wild card, the Tron, in the center, and determine the pattern according to the remaining eight digits divided by eight. If more than four $f /$ Fs are found in an eight-digit HEX value, the pattern will be promoted to a TRON icon, increasing the probability of winning.

- Rules for Cash Prize

Depending on the number of lines created, prize will be $1 x, 2 x, 6 x, 8 x, 10 x, 12 x, 14 x$. If the lines made are composed of TRONS alone, $4 \times$ more will be paid, $3 \times$ more for bitcoin and $2 x$ more for ETH. Once all lines are made of TRONS, it becomes a jackpot and the betting amount * 14 times * 8 times the amount is paid for prize.

| FFF | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 |  |  |  |  |  |  |  |  |

Remainder divided by 8 Or count $F$
Payment rate

## 4. 4.2. Information of rules and technical realization by contents

8) TRON SPIN

- Production Concept

This game is a game where the rotation angle of the spin plate is set with the blockchain txID generated by user participation and the cash prize is paid at the specified scale where the spindle plate.

## - Winning Process

Cut the front three digits of the blockchain txID caused by user participation and set the dividend criterion as long as the decimal value of the three characters is less than the specified number. The designated dividend criteria are [63 (50 times), 500 ( 10 times), 1000 (five times), 1200 (three times), and 1332 (two times)].

- Rules for Cash Prize

Cash Prize will be paid according to the dividend criteria specified above.

## 4. 4.2. Information of rules and technical realization by contents

9) BLOCK BACCARAT

- Production Concept

The game is a blockchain-based version of the global online / off line Baccarat game. The pattern and number of cards used in the game are selected according to blockchain txID.


## - Winning Process

The first two digits of $t x I D$ that are creaed from the game are cut and the first digit of the two digit determines the pattern (remains from division by four) and the second digit will determine the number of cards (remains from division by 13), if there is already duplicate patterns or numbers, use the next two digits. If the number is greater than 13 , use the following two characters.

According to the DECK's choice
TYPE 1 DECK: Use the first two digits / TYPE 2 DECK : First digit of the cutted two digit as a number and the second digit as a pattern. / TYPE 3 DECK: Starting at the middle of the 64 txID digits, the pattern is determined by moving forward one space and the number is determined by moving backward one space. / TYPE 4 DECK: Use the very first and the last digit of txID 64 and determine the pattern and numbers by moving one space

## Rules for Cash rize

Cash Prize will be paid according to the dividend criteria specified above.

## 4. 4.2. Information of rules and technical realization by contents

## 10) GOLDEN TICKET II

- Production Concept

As an instant lottery game, users bet on the expected scale using a chip and receive prize money if there are three cards with same ratio of the seven cards.

## - Winning Process

Cut the first three blockchain txIDs that are created by user participation, and if those three digits are less than the specified number, determine the winning card for the game. Specified dividend rules are the same as [63 (50 times), 500 (10 times), 1000 (five times), 1200 (three times), and 1332 (two times)].

- Rules for Cash Prize

If you bet on the above dividend rate, you will receive prize money for the betting ratio * beting amount.

## 4. 4.2. Information of rules and technical realization by contents

11) 88 DICE

- Production Concept

Users choose random numbers that are larger than 4 and smaller than 95, and users win games when they choose a number that is lower than the number they choose. The higher the odds of victory, the smaller the rewards, the lower the odds of victory (1.01 times), the greater the rewards. (19.95 times)

- Winning Process

Create a winning number by cutting the first two digits of the blockchain txID created by user participation. However, if it is larger than 196, it is repeated again.

- Rules for Cash Prize

Cash Prize $=(1 / \text { Probability of winning })^{*}$ Betting Amount

[^0]
## 5. _ 5.1. BBT Tokenomix

## Platform Information

1) BLOCKBALL Token (BBT) Introduction

## * BBT Information

- ERC20 Token(BBT), Owns 20\% of total of 20 issued token
- ICO Hard Cap 1.6 billion, ICO Soft Cap 0.4 billion


BBT token is a demonstration of the platform's shares in which the profits from the BLOCKBALL platform are shared and is not a technology oriented token but a portrait dividend tokens. BLOCKBALL is a platform focused on maximizing the quick return of holders and shares these returns on the basis of the BBT token.
5. 5.1. BBT Tokenomix

Example of changes in BBT token price by dividend amount


The value of a BBT token naturally defends the drop in token value as the platform grows. BBT tokens are guaranteed to pay dividends and principal, so BLOCKBALL expands the service and supports the price of the token, and as users increase, the amount of dividends and token prices increase at the same time, which is expected to continue to rise after being listed.


## 5. 5.1. BBT Tokenomix

2) BBT Income Dividend Simulation

| Category | Token Holder Payment Rate | Examples of monthly sales by categories (\$) |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 50 million | 100 million | 500 million |
| Lottery line | 10\% | 5 million | 10 million | 50 million |
| Casino Game line | 0.5\% ~ 2\% | $\begin{aligned} & 250,000 ~ \\ & 1 \text { million } \end{aligned}$ | 500,000~ <br> 2 million | 2.5 million ~ 10 million |
| Mini Game | 0.5\% ~ 5\% | $\begin{aligned} & 250,000 ~ \\ & 2.5 \text { million } \end{aligned}$ | $\begin{aligned} & 500,000 ~ \\ & 5 \text { million } \end{aligned}$ | 2.5 million ~ 25 million |
| Sports Betting | 0.5\% ~ 2\% | $250,000 \sim$ <br> 1 million | $\begin{aligned} & 500,000 ~ \\ & 2 \text { million } \end{aligned}$ | 2.5 million ~ 10 million |
| Mixed Martial Art | 1\% ~ 3\% | $\begin{aligned} & 500,000 ~ \\ & 1.5 \text { million } \end{aligned}$ | 1 million ~ 3 million | 5 million ~ 15 million |
| Total |  | 6.25 million ~ 11 million | 12.5 million 22 million | 62.5 million ~ 110 million |
| Sharing profit per 1 BBT (cent, 4 ) | Total Issue amount 2billion fixed | $0.313 \sim 0.55$ | 0.625 ~ 1.1 | $3.125 \sim 5.5$ |

On the right, it is the Examples of monthly sales by categories.

- Profit dividends for Blockball's lottery games are not paid as part of business income. Instead, this will be shared as part of sales in advance.
- Blockball platform game increases, income dividend also increase.
- As the BLOCKBALL platform user increases, income dividend also increase.
* BBT Token issuing amount is fixed as 2 billion, and income dividend continues to increase.


## 5. 5.1. BBT Tokenomix

3) BBT Profitability Expansion Plan


Expansion of platform and income of BLOCKBALL continuously increase.


The policy associated with BBT Token may be changed depending on the improvement of services, the efficient operation of the platform, and the situation at the head office.

## 5. - 5.2. Organization structure of Blockball

1) Head Office - [Easi Games Ltd.]

Head Office (England)
Address. 56 Lansdowne Place
HOVE BN3 1FG / Reg Number. 02918984
2) Platform R\&D - [BCL Inc. ]


Platform R\&D (Kazakhstan)
Kazakhstan, Astana, Esil district, Ulica 38, 6 bldg, Rm 13. 010000.
/ Reg Number. 190240036926
3) Global Payment - [ UnionGoldenPay Ltd. ]

Global Payment (Malta)
Adress. 1st. Floor, Flat 12, Regent House, Bisazza Street, Sliema SLM 1640 Malta. / Reg Number. C74150
4) Game Contents Development and Management - [ CUBE Games. ]

Game Development (Vietnam)

## 5. 5.3. License Information

## [About GAMBLING COMMISSION ]

Gambling Commission from England was established on 2005 legally according to the law, and its institution where allows gambling business such as legal lottery, gamble, casino, sports betting, etc.

[ BLOCKBALL License Information]
Easi Games Ltd / UK Casino Gambling Licence No. 000-026358-R-309563-008 Remote.
General Betting Standard - Virtual Event (Online Virtual Games)
Bingo (for the Chinese Lottery games)
Casino (Operations of a B2C Casino)

# Nev <br> WORLDWIDE BIGGEST TECH-TAINMENT <br>  




[^0]:    * Content provided on blockball platforms may be charged on commission according to the nature of each content.

