



Whitepaper version 2.4 under review

Comprehensive gambling site based on blockchain

COIN-BET is Virtual Reality blockchain gambling platform.

The purpose of this paper is to describe the concept of an international blockchain gambling, its principles and the business rules which support its technical implementation, as well the prize fund constitution, the marketing plan including the referral program, and the Token sale. It will address all relevant aspects related to the development, promotion and operation of the system in the international market.

SUMMARY

We were developing lottery system gambling system to match the Ethereum Block Number. Although the development of multiple one stop gambling is not difficult work and there is the easiest way to maximize ICO investor's profit with users' convenience, we have a question about why most ICOs that operate gambling do not provide these services.

It is not understandable why they do not provide the service together while Sports betting and E-Sports betting are perfectly same system.

By just registering to COIN-BET, user will no longer need to register to any other sites.

We addressed various ways to maximize ICO investor's profit with user's enhanced convenience, and we are willing to launch the service for all kind of gambling with initiation of sports betting service which is most profitable platform.

The development of sports betting and e-sports are almost completed, and horse racing, stock market, and ghost lag are being applied.

A trustworthy game to match numbers is already available.

For example, to bet with predicting trustworthy data is available for the unpredictable matching game such as "What is the NASDAQ index tomorrow??"

We sincerely appreciate all the Bitcointalk members who provide valuable advices for our development, and many people who requested anonymity.

We promise that we will be the first and biggest one-stop gambling platform in the world.

We created COIN-BET tokens granting Token holders an access to daily rewards and entitling them to vote on the gambling's future development.

Future Gambling

Now, COIN-BET starts with you.

WE ARE THE CION-BET

INTRODUCTION

Market trends

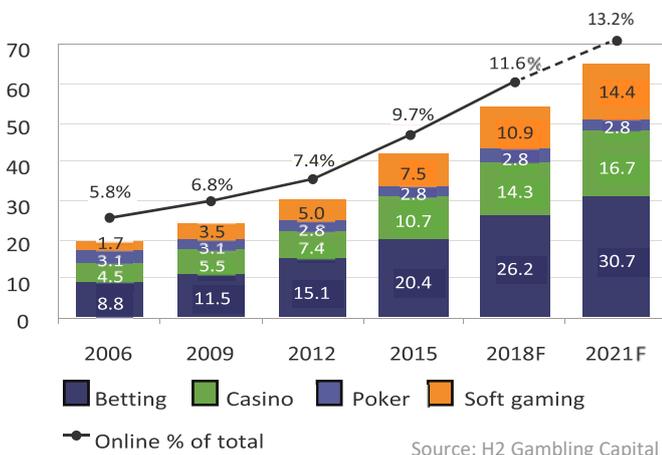
Multiple strong trends are currently affecting the online gambling sector

| | |
|---|--|
| Scale is increasingly important | With increased costs of customer acquisition, competition and changes in the taxation environment scale is increasingly important. Those without scale will struggle to fund marketing expenses over time, eventually losing market share. |
| Adoption of clearer regulation | A more complex regulatory landscape creates opportunities as well as challenges for existing market players |
| Offering focus | A wide offering of games, both horizontally and vertically, will be key in improving competitiveness |
| Innovation and user experience key | Continuous development of flexible technical platforms, accommodative to changes in user preferences and behaviours, is becoming a key success factor for online gambling platforms |
| Strong underlying growth | Strongly increasing demand for online and mobile gambling is expected to drive industry growth in the foreseeable future |

The above trends collectively contribute to an increasingly dynamic market environment in which players are continuously forced to adapt to maintain or grow volumes and profitability. With the exception of online poker, all industry verticals have shown, and are expected to continue showing, significant growth with soft gaming (lotteries, bingo, skill games) leading the way. Furthermore, online continues to play an increasingly important role in achieving success in the overall gambling sector as consumers seek new entertainment experiences and have omni-channel accessibility expectations. The ever-changing regulatory environment adds a layer of complexity in navigating the market's trenches.

Offering accessible and up-to-date gambling solutions could arguably be the most critical factor. Not only is online gambling eating away at the market share of traditional, land-based gambling, but mobile gambling is taking over vis-à-vis its desktop counterpart. For instance, Kindred Group, the operator of Unibet among others, has seen an increase in the mobile gambling percentage of online gross winnings from some 20% to upwards of 60% in just three years, underlining this very important trend. All in all, the online gambling sector can be expected to transform in the coming years as the market matures further and players adapt to ongoing changes.

Global online gambling market by product vertical (US \$ bn)



Global mobile gambling % of online gross winnings (2013–2020F)

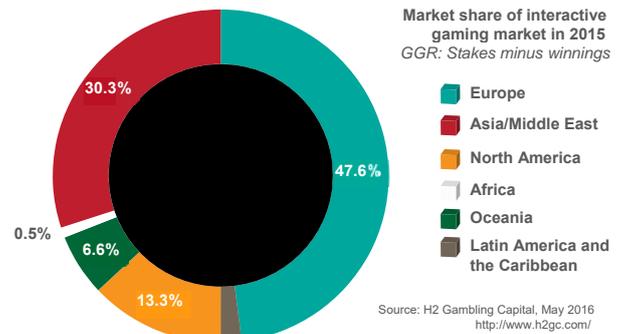


Market reality

European online gambling and betting is a successful and dynamic sector, representing almost half of the worldwide market. In Europe, the online market is slightly more than 17% of the total gambling market, leaving land-based operators the majority share of 83% of the European market.

Global leadership of the European industry but for how long?

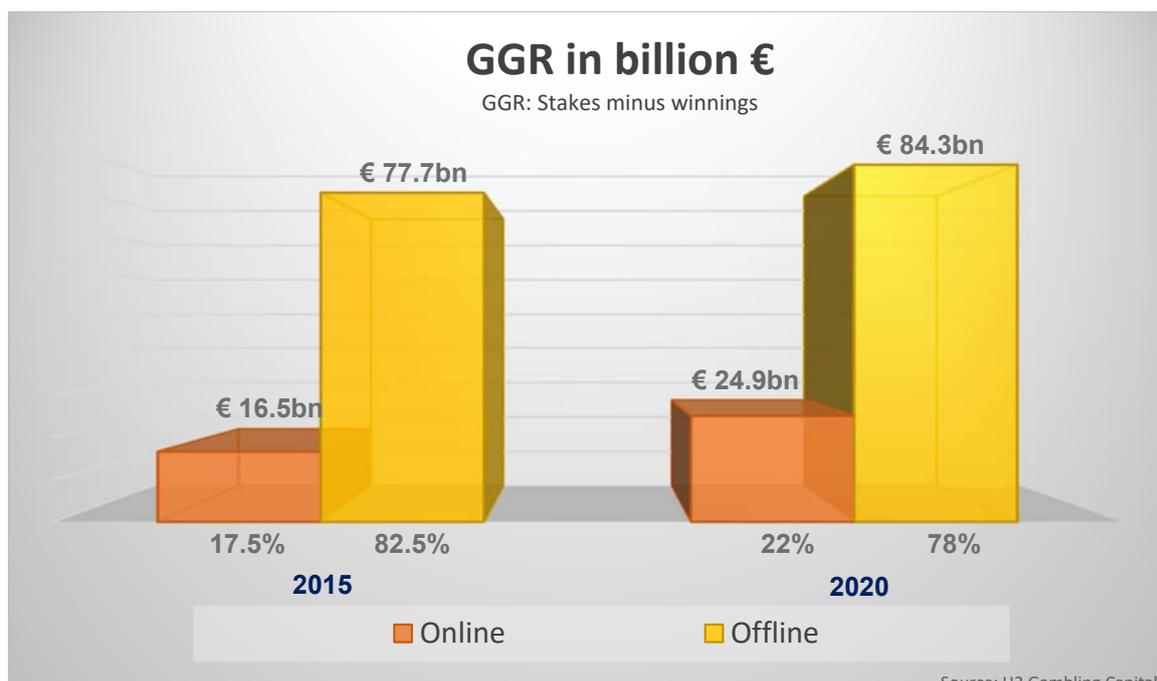
The European market is today the largest market for online gambling worldwide. Of the €34.6bn of online gaming gross win (stakes minus winnings) generated globally in 2015, more than 47.6% per cent was attributable to the EU market. This leadership comes from the innovative character of European operators, the high internet penetration in Europe and a lack of regulatory opportunities in the US and Asia to build similar industries. But Europe's leadership is uncertain due to the increasing fragmentation of the EU market along national 'boarders' and economic protectionism.



A growing sector in Europe

Being a relatively young and new market, the online gambling sector in Europe is still developing, albeit slower due to the increasing regulatory pressure. Online gambling's Gross Gaming Revenue (GGR – stakes minus winnings) is expected to rise from €16.5 billion in 2015 to €24.9 billion in 2020.

Betting is the most popular European online gambling product at 37% of the market, whilst online poker and casinos make up respectively 24% and 12%.

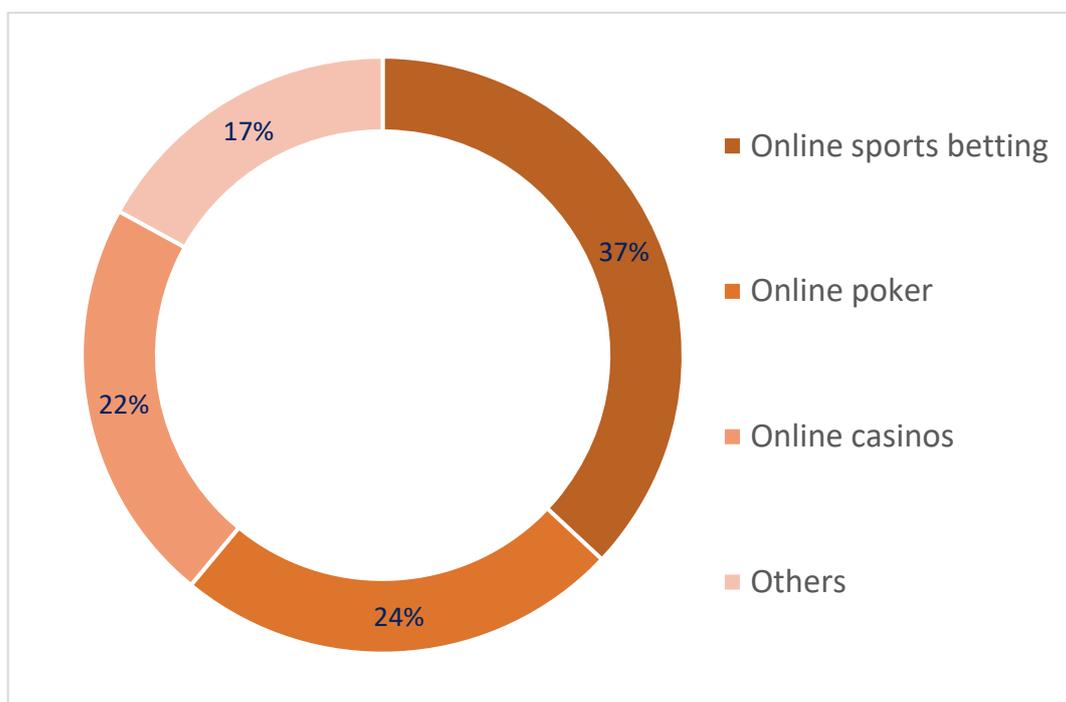


Global Only a minor share of gaming is performed

The European online gambling sector accounted for 17.5% of the total European gambling market in 2015. Independent forecasts expect online gambling's market share to steadily rise to 22% in 2020. However, the revenue of the offline market is also predicted to increase from €77.7 billion in 2015 to €84.3 billion in 2020, meaning that the growth of the online market is not to the detriment of the offline market and its traditional providers.

Different customer and product

Revenues generated by traditional land based operators stem from long-established products, such as those found in physical betting shops, casinos and bingo halls, and offerings like scratch cards and lottery tickets. Online gambling offers a wide variety of products, often found on one integrated site where consumers can place a bet on the outcome of a basketball game, or play poker. There is also a very low substitution level between the online and traditional land based sector because of the different player profiles.



A growing sector profitable to both private and monopoly operators

Traditional lottery operators also offer consumers the opportunity to participate in online lotteries and increasingly also include e-betting and e-poker in their ever extended offer. Today these monopolies account for more than 20% of the European online gambling market, with the proportion being much higher in Northern Europe than in Southern and Eastern Europe.

The online gambling sector is a young and vibrant sector of the digital economy, and one of the few digital fields led by European companies. The traditional land based operators and monopolies continue to expend their offline revenue while also rapidly expanding their online offer.

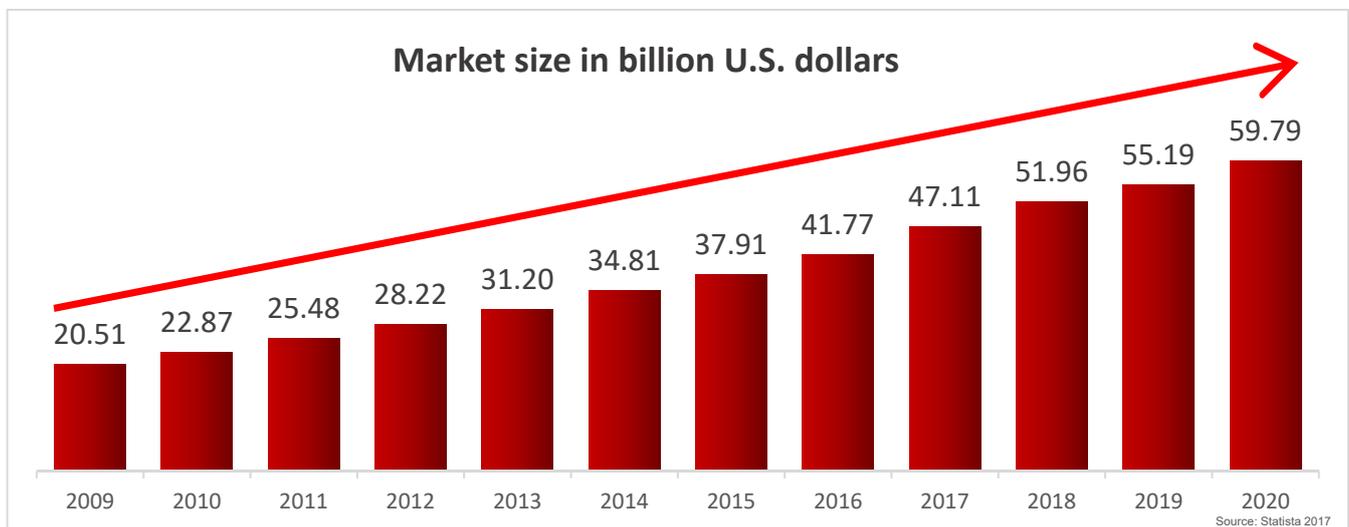
The overview of gambling market

I would like to ask one question at first.

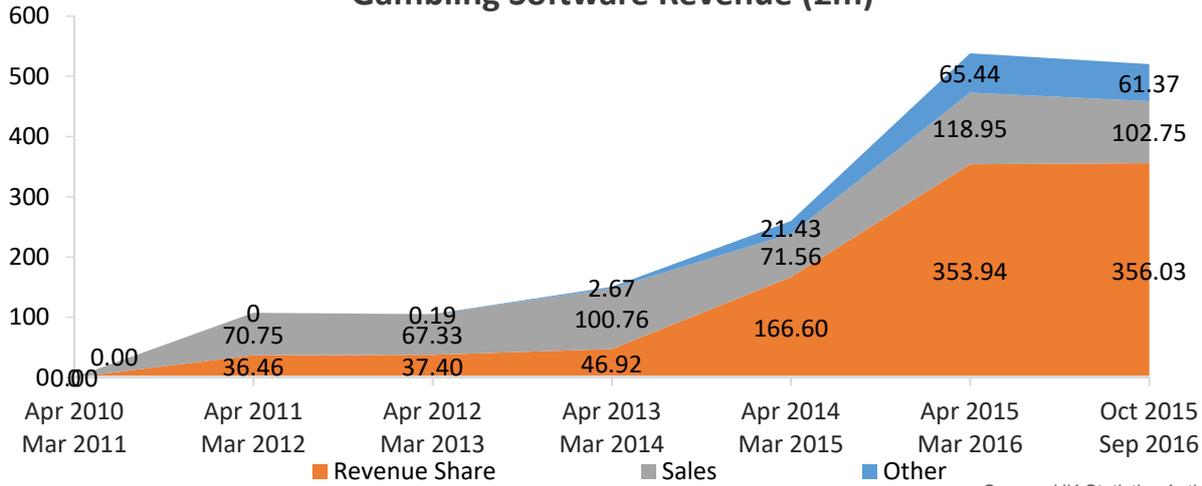
Do you have gambling experience? I will listen to your answer later.

According to one of the biggest statistic information provider statista.com and H2 Gambling Capital, the gambling market size in billion dollars is shown below.

As a result, the size of offline gambling market accounted for \$359.3 bln in 2016, while online gambling market was \$44 bln. As can be seen from the graph below, both offline and online markets are growing gradually. It is notable that online gambling is increasing with a higher growth rate in comparison with offline one. According to the H2 Gambling Capital forecast, the offline gambling industry will occupy only 11.5% of the overall market revenue, whereas online one will keep increasing in the future. It is expected that revenues from the online gambling market will exceed \$60 bln by 2020 (approximately \$66 bln), at a CAGR of around 10%

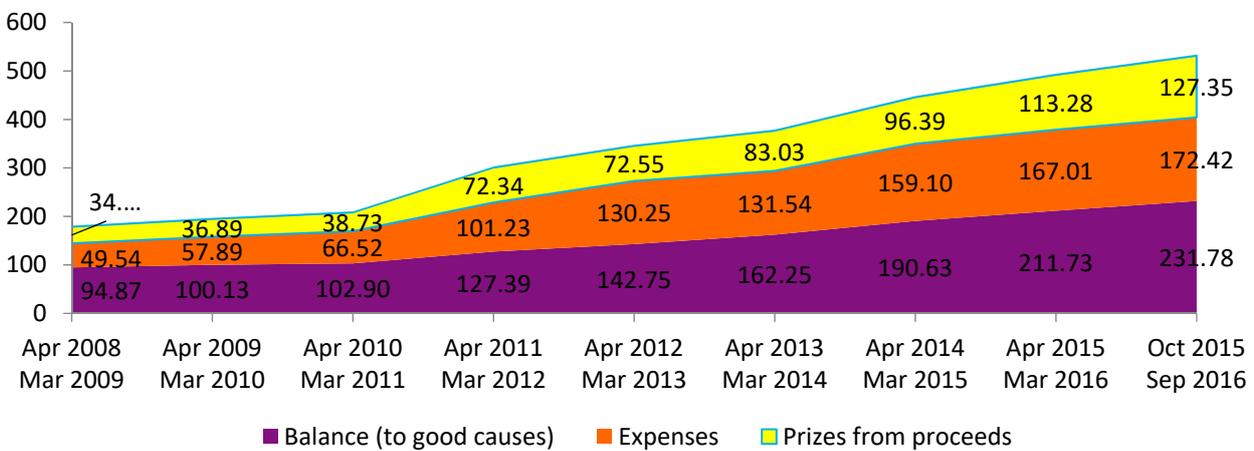


Gambling Software Revenue (£m)



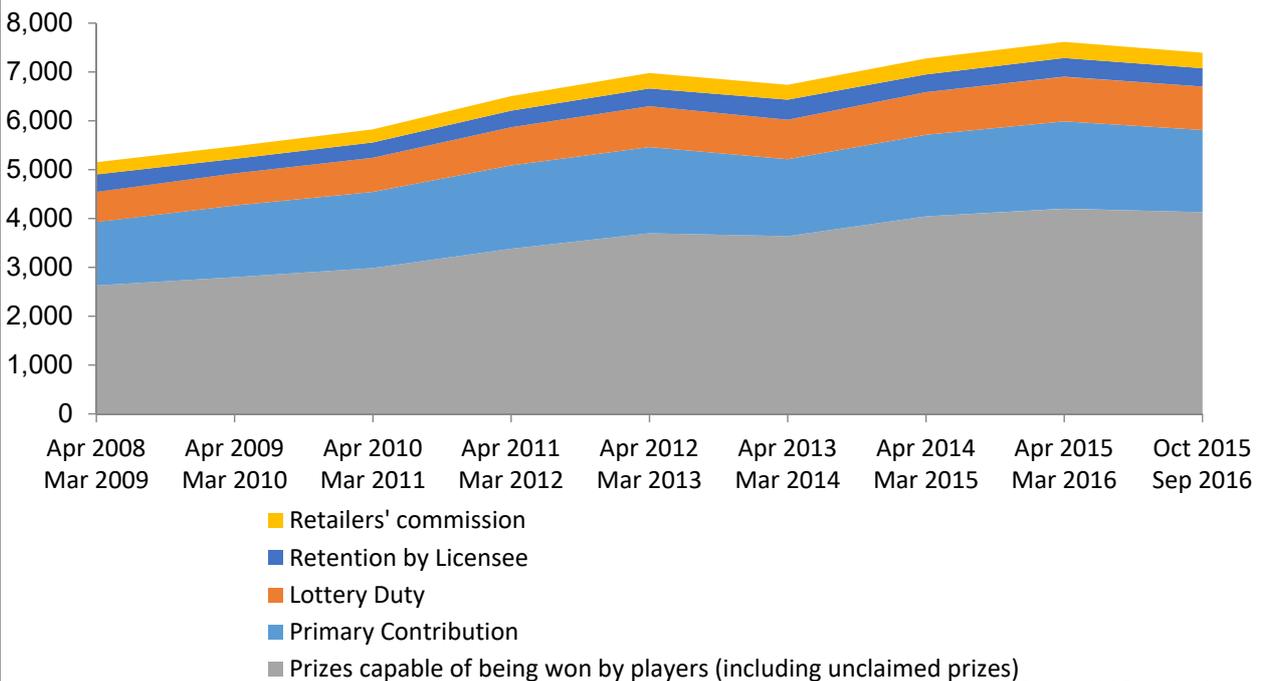
Source: UK Statistics Authority

The split of proceeds from ticket sales (£m)



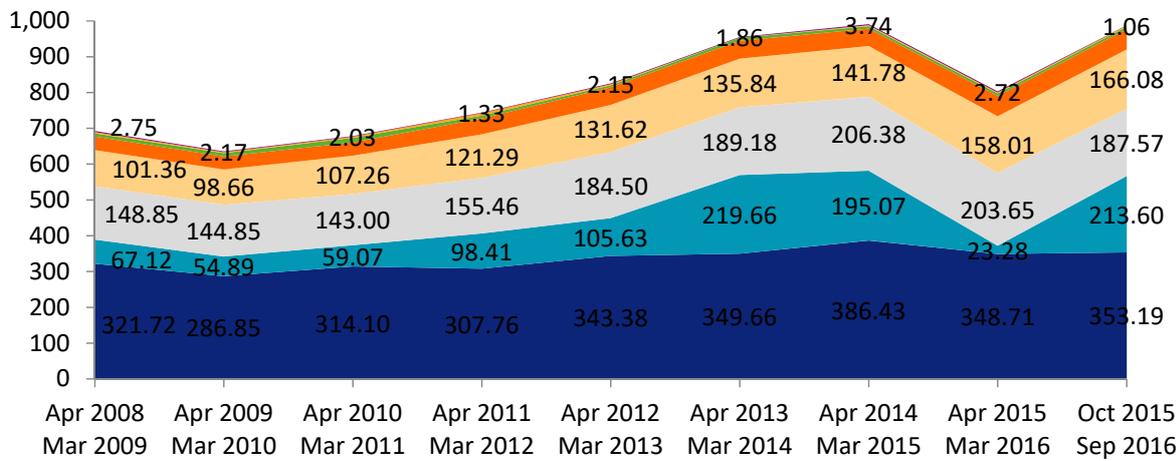
Source: UK Statistics Authority

The split of proceeds from ticket sales (£m)



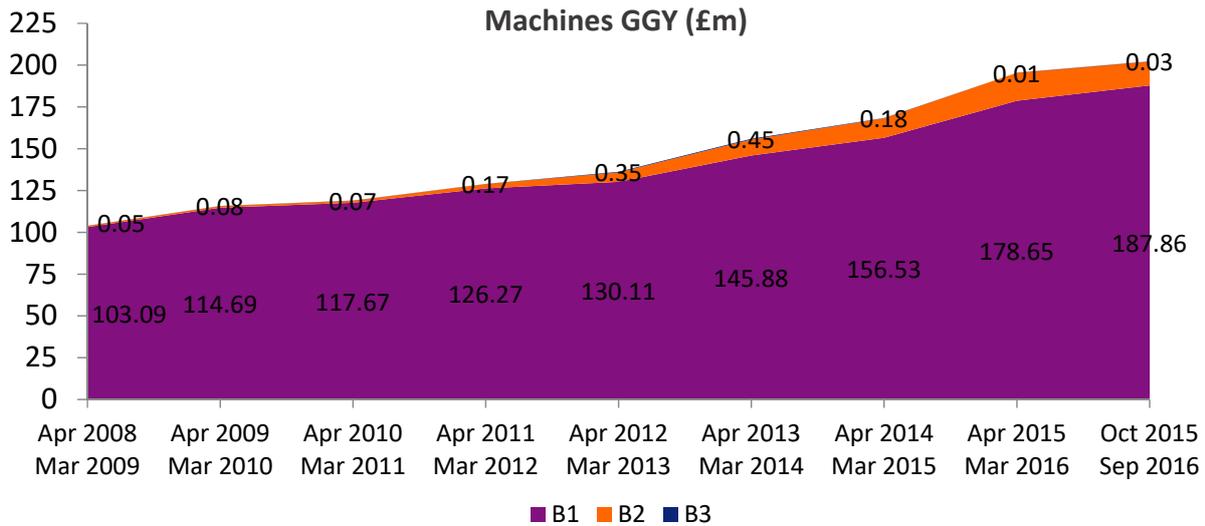
Source: UK Statistics Authority

Casino Games Win (£m)



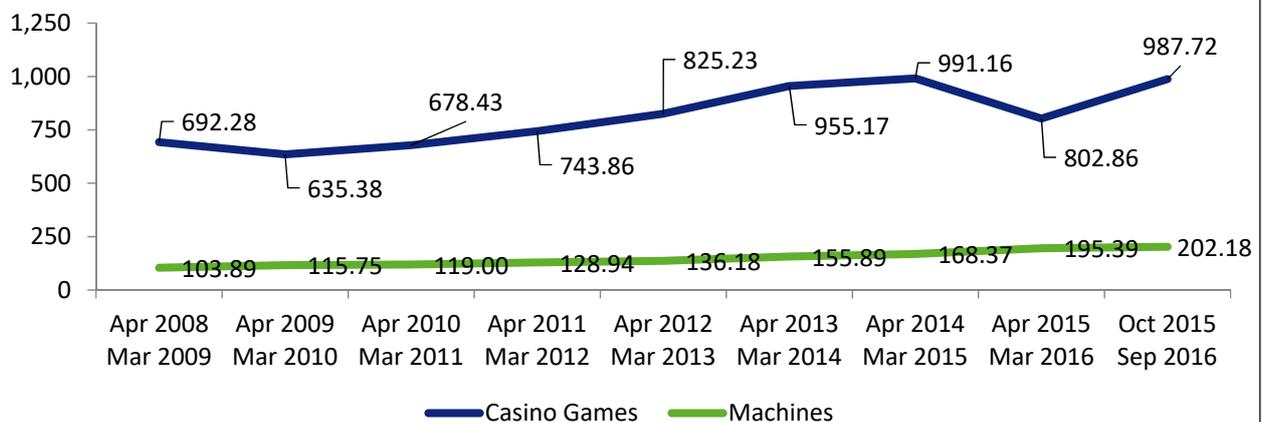
Source: UK Statistics Authority

Machines GGY (£m)



Source: UK Statistics Authority

Combined GGY (£m)



Source: UK Statistics Authority

When it comes to the online gambling market, there were certain differences. The leader was Betting, with a 48.7% market share (\$21,4). It was followed by casino business and lotteries.

As high-speed internet is widely supplied, the number of company that provides online gamble is being dramatically increased. This also indicates the prediction of incremental number of users who use online gamble sites. If you do not use a smartphone or internet, I would appreciate it if you close the window of this white paper.

It is well known that a lot of people are interested in gambling. But, the size of gambling market is, in fact, unpredictable.

The actual data for how many people enjoy the gambling in the world is, as a matter of fact, not easily calculated, and it can be abstract data which has a certain leveled trustworthy.

All the casino operators will not provide all tax information, and the companies who have not yet obtained license will not, of course, provide tax information. In addition, an accurate data for how many people in a certain country enjoy gambling is more difficult to acquire because of the emergence of Cryptocurrencies, which is attracting our attentions and is ensured a certain level of anonymity.

Now, I have asked a question at the beginning of this page. Do you have GAMBLE experience? No?? Have you ever purchased a lottery ticket or played rock-paper-scissor game? Congratulations. You are the person who has strong possibility of becoming COIN-BET user.

In some countries, tax legislation is being developed for Cryptocurrencies.

However, most countries have not yet established related regulations. Since it is not subject to taxation, this is excellent condition for ICO investors. This benefit is also applied to users.

Suppose you win a jackpot at casino and get \$1,000,000. You can get the full amount if you choose 10-year division, but will you receive it in 10-year division? Maybe not, and you will want to get lump sum. If you choose lump sum amount to get, more than 30% of your prize money was disappeared. Somethings are left. Tax... Tax... Tax... How much money indeed can you get? I leave it to your imagination.

In conclusion, it must be true that we are great lucky persons.

It is because that there is Cryptocurrencies for us. The online gambling market using Cryptocurrencies has unlimited growth potential. Most of the many problems that are brought in existing casinos can be solved. You can enjoy various fun games in everywhere if you have internet connection, of course, as well as perfect fair play. At COIN-BET.

There is one more point to go over.

“Anonymity”. Other companies say perfect anonymity; but, COIN-BET is not the same. If you are END-USER. Anonymity is a matter of course if you are not END-USER. Please keep in mind that this rule applies not only to our COIN-BET but also to any place using Cryptocurrencies. Our COIN-BET is also developed based on Ethereum ERC20 smartcontract. All transactions will be automatically recorded in blockchain and will be controlled by SMARTCONTRACT, which ensures complete transparency. This would not belong to any particular area, and it can be said an innovative service like a great unique culture, which anyone in the world can enjoy together..... and,

We are standing at the beginning.

You are reading this whitepaper and you are already know.

The future of gambling

WE ARE THE COIN-BET

Virtual Reality in the gambling market



Introduction

Virtual reality is about replacing actual sensory input with artificial sensory input.

Imagine the ability to experience absolutely anything from your place

A few second you can be on top of a mountain, the next you can go under sea, **you can also enjoy your favorite games at the casino**. Despite the fact that special glasses for experiencing this have been around since the 1960s, it is only now that the technology has developed sufficiently to become a commercial product for the gambling market.

Virtual reality technology is known as VR, which stands for "Virtual Reality".

Maybe you have already experienced 3D video.

VR technology also has the potential to be of considerable importance in the gambling market, though that will require the technology to become cheaper so it becomes more widespread among the general public.

The commercialisation of the technology is stimulated partly by making it more advanced and user-friendly and partly by making it more cost-effective.

That will mean that more and more consumers want to buy the products, which in turn will lead to cheaper, better services.

Development by these means is common in the technology industry.

The development and spread of VR technology means opportunities for gambling providers to produce new forms of gambling that can attract the younger generation in particular.

What is virtual reality?

Virtual reality is about replacing real sensory input with artificial impressions, mainly visual and auditory, but sometimes even movements.

The concept is that a fictional world is created in front of the user's eyes and the user feels as though he or she is actually in that digital environment.

This can be done using a special glasses known as a VR glasses

The most sophisticated VR glasses are also equipped with sensors that detect head movements and then reflect them in the virtual world.

Some VR glasses can also connect to a hand-held controller or motion sensors, for example, that translate the user's body movements from reality to the virtual world.

This all creates the illusion that the user is part of the virtual world being displayed.

Virtual reality on the gambling market

In other words, virtual reality is in a growth phase.

This means that the use of the technology in various industries is in its start-up phase in many cases.

This also applies to virtual environments for gambling.

Despite this, technological development for gambling has come a relatively long way in a short time.

COIN-BET is already games developers working on VR technology in games such as slot machines, poker and roulette.

For example, **this technology makes it possible for a player to enter a virtual casino environment in which he or she can play and socialise with other players in a way that is not possible in the current digital casino environment.**

As with many other technological developments, the industry needs to attract investor to drive the technology forward in order to be successful.

Is VR technology relevant to the gambling market right now?

The important question to ask is whether this technology is relevant to the gambling industry at present.

It appears to be taken for granted that the technology will be used.

From a gambling provider's point of view, this technology can be seen as an opportunity to reach the younger generation who are not as likely to choose gambling as their preferred form of entertainment at present.

In a virtual casino, for example, micro transactions for the customer's virtual character could be a possibility.

Gambling could become more social by making it possible for players to talk to each other.

To begin with, we can conclude that the technology itself is not yet sufficiently widespread to be useful to the gambling companies.

VR glasses are too expensive for many of the people who use a PC as a platform, whereas the versions available for mobile phones are too simple to be interesting to smart phone users.

However, reports are emerging that more products are being developed and that big companies are entering this market.

As more companies invest in the technology, more services will be offered and more consumers are likely to buy the products.

A lot has happened in this market in 2016 and developments are likely to continue in 2018 and beyond.

It is common in the technology industry for new technologies to be very expensive in the beginning and then gradually fall in price while at the same time the products become better developed.

This development will probably also occur for VR glasses, which means that more consumers will want to buy these products.

Virtual environments in gambling are, as stated above, extremely new.

Smart phones and tablets are the platforms where the gambling industry has seen the biggest growth of new consumers in recent years.

However, it is possible to create virtual racecourses or bingo halls where players can socialise and play with one another in a digital world.

For example, players would then be able to sit in this environment and hold conversations while playing a few rounds of Blackjack together.

Allowing gamblers to alter the appearance of their character would be a whole new source of income for the gambling companies.

The technology gives rise to great opportunities.

Hence the need for further analysis of VR technology and its application in the gambling market.

We are at the beginning of a development that is difficult to survey at present.

Blockchain in online gambling

Cryptocurrencies quickly seize the online gambling market, turning into the most popular means of payment among gambling sites.

Many participants of the online gambling market believe that the crypto-currencies will continue to seize this industry. First of all, this is related to the advantages over the fiat currencies, that is, in low regulators control relative to fiat money for both players and online operators of this industry.



COIN-BET Games

We will offer a wide range of gambling services.

Users will be enthusiastic about new addictive new gambling.

As a result, new users will increase exponentially.

Due to the breakthrough games that have not existed in the existing ICO market and the continuous increase in users, Investors will be able to expect a return that is not comparable to other ICOs.

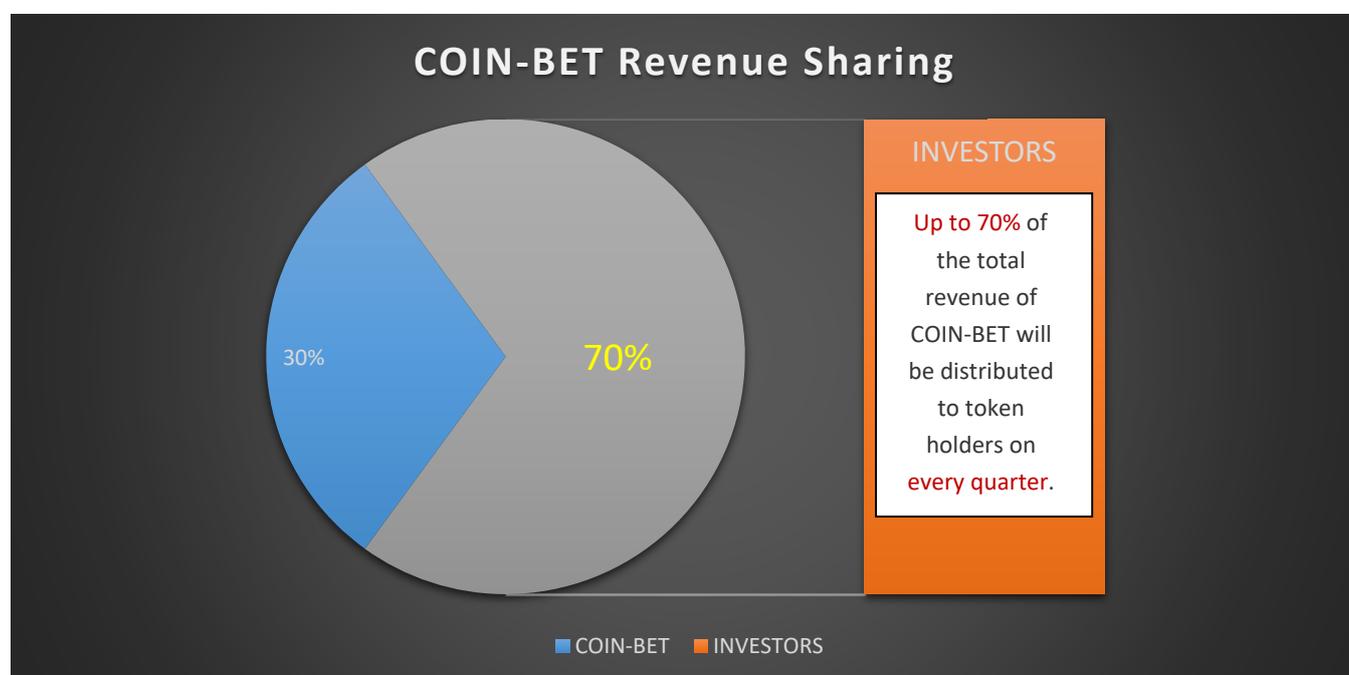


The OVERVIEW OF COIN-BET OPERATION

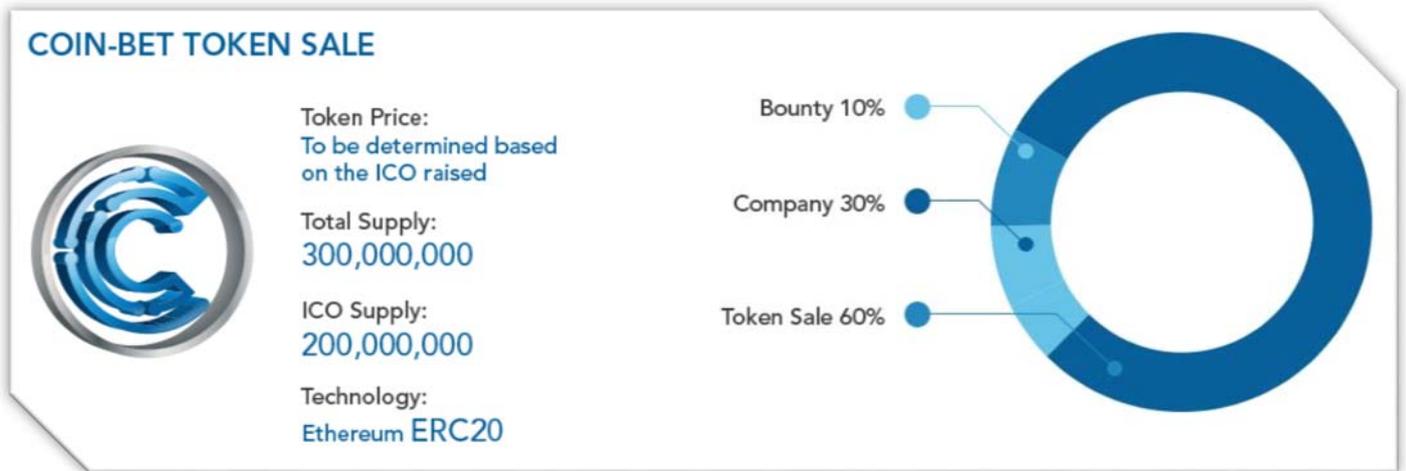
COIN-BET completed the test of some part of service with progress of the initial platform operation stage by stage, and ICO will be held before the final test and official service launch. After ICO, a beta test will be provided for anyone to participate before official service. The whole system operation of COIN-BET will be controlled by ERC20 Smartcontract, and it means that developer, server administration, etc. including anyone cannot be involved in the operations. All transactions will be recorded on blockchain, and anyone can read.

COIN-BET Revenue Sharing

All revenue of COIN-BET will be stored on blockchain. The saved data can be read by anyone. Up to 70% of the total revenue of COIN-BET will be distributed to token holders on every quarter, depending on the amount of COIN-BET sold through ICO. All unsold tokens will be burned.



TOKEN SALE DETAILS



TOKEN SALE

Start Date : 26 April 2018 (22:00 GMT+8)

End Date : 25 May 2018

31 May 2018

PER SALE 7 Days.

MAIN SALE 30 Days.

BONUSES

Please refer to the Bonuses section below.

TOKEN ISSUANCE

Token distribution will be after the end of the token sale and completion of an independent audit.

CONTRACT ADDRESS

0x25587c25f1c7f245b5d419dbdf14f497ac5dce1b

OPERATOR COMPANY

ZEST HONGKONG LIMITED

Token Symbol

LOTC

Token Price

It depends on the total amount of funds.

Minimum contribution

minimum 0.01ETH | 0.001 BTC | 0.05 LTC

Maximum contribution

no limits.

Hard Cap

no limits

Accepted Cryptocurrencies



Accepted Nationalities

U.S. Citizen, U.S. Person, resident in the Territory of the British Virgin Islands or a citizen or person from a jurisdiction, in which it is impermissible or restricted to offer, distribute, purchase, sell or retain cryptographic tokens, are not eligible to participate in this token sale.

Exchange

We will endeavor to procure the listing on reputable exchanges as soon as possible after the issuance of tokens.

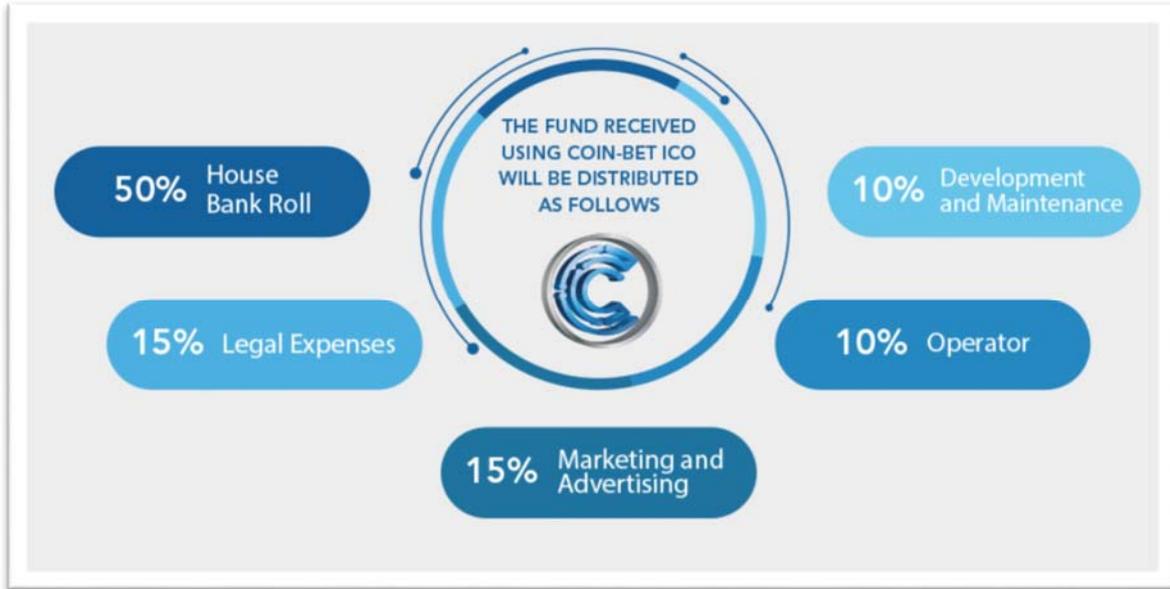
Company Info

coin-bet.net is operated by ZEST HONGKONG LIMITED having our registered address at RM 1905 NAM WO HONG BLDG 148, WING LOK ST SHEUNG WAN, HONG KONG

ZEST HONGKONG LIMITED
ОПЕРАТОР КОМПАНИА

ZEST HONGKONG LIMITED
OPERATOR COMPANY

USE OF PROCEEDS



ROAD MAP



COMPANY

We are not just a company founded solely for ICO. We are made up of 3 developers, and we can hire the people we need at any time. Developers with better skills than us, Great designers, various legal professionals, etc.

We sometimes see articles, thead recruiting ICO advisors and team members. They are featured on the team page with only Linked in profile pictures. Are they really a team or Company?

Do not need dozens of people to run a gambling site. Smartcontract can replace dozens of people. We are currently in Hong Kong, but will be the first licensee in the UK after the ICO is over.

| | | |
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| 編號 No. | 2487241 |  |
| | | 公司註冊處 COMPANIES REGISTRY |
| 公司註冊證明書 CERTIFICATE OF INCORPORATION *** | | |
| 本人謹此證明 I hereby certify that | | |
| ZEST HONG KONG LIMITED | | |
| <p>於本日根據香港法例第622章《公司條例》 is this day incorporated in Hong Kong under the Companies Ordinance 在香港成立為法團，此公司是一間 (Chapter 622 of the Laws of Hong Kong), and that this company is 有限公司。 a limited company.</p> | | |
| <p>本證明書於二〇一七年二月二十一日發出。 Issued on 21 February 2017.</p> | | |
|  | | |
| 香港特別行政區公司註冊處處長鍾麗玲 Ms Ada L L CHUNG Registrar of Companies Hong Kong Special Administrative Region | | |
| <p>註 Note: 公司名稱獲公司註冊處註冊，並不表示獲授予該公司名稱或其任何部分的商標權或任何其他知識產權。 Registration of a company name with the Companies Registry does not confer any trade mark rights or any other intellectual property rights in respect of the company name or any part thereof.</p> | | |

LIST OF REFERENCE

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