GAMERBITS

Bitcoin for Gamers

Table of Contents

Gamerbits Whitepaper

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ABSTRACT: Through its current partnerships and customized blockchain technology, Gamerbits (with support from the Gamerbits Foundation) aims to become the most dominant multi-use cryptocurrency for the nearly $1 billion dollar eSports Industry[1] with a specific aim at the immense Asian eSports market. It is a globally-accessible coin to fulfill a plethora currently unfulfilled use cases, including but not limited to gamifying player's global rank / recognition, removing the middlemen from tournament pot prizes, and creating expedient & permanent settlements for stream donations, player donations, and wagering on public or private competitive gaming matches.

1. Introduction

Pushed forward by the exponential rise in the price performance of computation power, screen resolution, and network bandwidth capacity [2], eSports—or competitive gaming—likewise experiences exponential gains in participation, viewership, and financial support, laying the groundwork for the booming $1.5 billion dollar Industry that it is on the path to become within the next 3 years [3]. As the world population continues to grow, and the global economy continues to cater to an ever-growing younger demographic, this industry continues to see an influx of participation and investment in terms of national player teams, publicly streamed matches, and multi-million dollar [4] pot prizes / sponsorship contracts.

The growth of cryptocurrency has seen similar adoption rates, and has grown significantly from a few cents per Ethereum, to upwards of $400 each [5]. Many new millionaires have been minted around the world from Ethereum, Bitcoin, and many other altcoins, with that number only on the rise. Despite the occasional bear markets, this is the fastest growing area of finance in the world [6], and has rewarded its long term holders with massive gains. These themes may be brought into the global eSports arena and see high levels of adoption, as millennials are the largest holders of cryptocurrency compared to any other generation [7]. With these younger demographics making up the majority of the cryptocurrency sphere along with the eSports Industry, crypto wallets, customized tools, apps, and marketing campaigns that are suited to this age range in multiple different countries concurrently would be the basis of what makes a currency like Gamerbits go mainstream. Furthermore, with several of its executives residing in China, Gamerbits has advanced access to the booming eSports Industry in the far east, which pours hundreds of millions into the design, promotion, distribution, and performance that video games and its tournaments have gained in recent times (eSports will be a Gold Medal Event for the first time in history in the upcoming 2022 Hangzhou Asian games [8]).

As the workers of this project progressed, a multitude of Gamerbits currency use-cases continue to reveal themselves. Millions of players around the world compete with ferocity for top positions in online leaderboards to receive recognition from each other [9], and this gamification could take place on Gamerbits currency explorer's "Richest Address Lists" custom-tailored to individual games [10]. In addition, all of the basic benefits of a secure, peer to peer currency exist, including integration with app

/ game vendors platforms and websites, betting services, app stores and event merchandise stalls. The currency that offers continued marketing and acceptance will only increase in value, as the fixed capped amount of 900 million (divisible) Gamerbits creates a deflationary supply curve which mirrors that of Bitcoin [11].   —

To take this further, the Gamerbits Foundation—once funded—is a full-time multinational entity with the sole job of increasing knowledge and acceptance of the currency with the global audience, including players, tournament owners, gamblers, retail centers, and as many cryptocurrency exchanges as possible. This seed will grow into a more globally-known & accepted coin that is custom suited to the eSports / gaming community as a whole, which rewards ts holders with handsome value increases, global recognition on our Block Explorer (and vanity addresses), discounts on tickets & merchandise as organized by the Gamerbits Foundation, and much more as the currency grows over time.

  2. Project Progress / History
The project was first conceived in late 2015 during an event involving a small contract by a high caliber twitch for a job to fix an issue with his payment processor for stream donations. Being familiar also with various Bitcoin / altcoin projects, this contract caused Alex and his casual programming group to start exploring options for cryptocurrency in this industry. The player was unable to accept a high value donation from one of his followers because of the technical glitch on behalf of the payment processor, and the centralized processor had frozen the funds and disabled the account, leaving the streamer with serious frustration over what he felt was a loss.

  The immutability and decentralized nature of the blockchain would make this type of error near-impossible, if adopted and spread correctly. Furthermore, a plethora of use-cases continue be realized, from "Richest Address" lists on the block explorers that could be used as individualized leaderboards for video games [10]; to tournament prize pools being in "crypto" coins,
  and multiple other needs in the ever-growing market that would increase demand for a coin created for the eSports Industry. The crypto and eSports markets must be merged, as they have many qualities that are highly beneficial to each other, and no currency has tapped this potential in a meaningful way as of yet. As it holds the vastly overwhelming amount of capital in the Industry, and has not been catered to, we at Gamerbits feel the Chinese eSports market—among others—is the key.

In late 2016, after seeing the need arise in local tournaments and brainstorming the wallet plans with tournament organizers, The tests were very successful, and the organizers found
  his customized cryptocurrency wallets written on the Omni protocol to be very user friendly and intuitive for adding to their prize pools and merchandise offerings at events. By the end of the year, he had pulled together a group of three other developers to maintain the private Omni codebase for the wallets & custom explorer, to leave him more time for outreach and pursuing partnerships.

By May 2017, as Ethereum was quickly taking the world by storm [12], the focus from the somewhat un-maintained Omni Protocol on top of Bitcoin was left behind, and a new form of Gamerbits was created with Ethereum. The group of programmers had now switched to creating cross-platform Ethereum wallets for the new generation of Gamerbits, and customizing them to the first planned group of international eSports audiences. After further tests, and several intense weeks of progress, Alex and his small team were able to get the first whitepaper drafted, and had partnerships within the news producers, the Twitch.tv streaming space, and three small gaming events where he helped sponsor from his own picket in return for time allowed testing the cryptocurrency with tournament organizers (TO's).

And now, at this point in time, Gamerbits is poised to offer a limited ($900k USD value capped) ICO Crowdsale using Ethereum, Bitcoin & altcoins, and once the $900,000 ($900 thousand USD) value is reached, then all ec20 ICO Gamerbits will be claimed and therefore sold out, with no further issuances possible under any circumstances. This will allow our project to turn into the full-time, global customization and outreach entity that it is on the path to become, to capture the entire eSports payments, wagering, merchandising, and overall settlement market, at this opportune time.

3. Project Proposition and Unique ICO Value

The Gamerbits project is a proposition for a universal Ethereum-based cryptocurrency based around software customized for the growing global eSports Industry. While current software development is focused on the use cases of wagering, donations, tournament prize payouts, leaderboards, the sale of physical and digital eSports goods & merchandise, the coin is a neutral, deflationary currency that can be used for anything. It enjoys the same decentralization, quick & permanent settlement, anonymity, and security as Bitcoin, Ethereum, and other blockchain-based cryptocurrencies. This cryptocurrency ICO has unique value compared to others. With a focused and ambitious vision, this project has concrete plans on how to gamify and tokenize the entire nearly $1 billion dollar eSports Industry, the multi-million dollar streaming donation economy, the multi-billion dollar gambling / wagering economy, and the multi-billion dollar merchandising market. The initial crowdsale is capped at nine hundred thousand US Dollars ($900 thousand, or $900,000), which leaves massive room for appreciation when listing to the global market on cryptocurrency exchanges. Furthermore, as the Gamerbits Foundation continues its targeted outreach efforts throughout the many countries that makeup this industry and online, value will continue to flow into the currency and the project.

As the industry grows, our technology will continue to evolved around the needs of the community. additionally, the Gamerbits Foundation will continue to pursue partnerships and sponsorships around the world (with an emphasis on Asia), to spread the message in usage of the currency. as the value increases, the foundation will become increasingly-well funded, to continue meeting the outreach needs required for long term success.

3a. State of the Software – Demos

Since 2016 we have been testing and iterating our software, including the web wallets, the customized block explorer, our websites, our desktop wallets and mobile apps for this project. Besides our early currency and wallet drafts based on Bitcoin [13] and Litecoin [14], we are able to offer several of our current software and currency demos to the public, which are completely based on Ethereum [15].

Generation 1 of our software has been completed [16], and all of these pieces are available to potential investors for testing purposes. The first of which is the customized, completely cross-platform Web Wallet software, which has been custom built around the feedback of various tournament organizers, and partners within the gaming industry.

The web wallet can be used with total third-party encryption of data, at https://gbits.io/wallet/ for the general Gamerbits Ethereum Wallet, and navigate to the alternate encrypted wallet instances at the following links: /Dota.html for the wallet focused on the global Dota 2 competitive gaming market, /League.html for the League of Legends eSports market, /Nintendo for the Super Smash Bros competitive gaming markets among others, and /2022.html for the Hangzhou 2022 Olympic eSports Games web wallet. Furthermore, the Chinese investors have been increasingly catered to, and the Chinese tailor-made versions can be seen by appending "-ch" to the end of the wallet URL address

name, ex: https://gbits.io/wallet/2022-ch.html. While this software is made available to all users of the currency, it is based on the ec20 Ethereum token protocol, meaning that it can be freely used with any Ethereum token app or software that is available, and not constrained to any single piece of software or point of attack. It is truly a universal cryptocurrency for the masses.

This wallet also links to the Gamerbits Block Explorer (https://gbits.io/explorer/index.php)—currently in production—which is customized to our company as well, and once completed, will have customized token listings for many of our coins, as well as featuring the top players by their vanity addresses, as part of the Gamerbits Foundation outreach plans described in this document.
The wallet currently contains a full Ethereum node running with Geth, which allows the sending and receiving of realtime Ethereum transactions containing the ec20 (EIP20) tokens. Therefore this is a functional, secured, multi currency wallet, which allows not only for Ethereum, but also for many other assets and currencies including Bancor, Aragon, Monaco, etc. This is a very active in expanding development space, with open bounties, and will see much more functionality built out in the near future, as we expand our outreach to the wagering markets, along with other eSports titles as the number of partnerships increase.

Other services still being developed include the Ethereum address vanity wallet website, which will allow players to create custom vanity addresses securely, that represent their game and/ or their player name. This will facilitate the organization of addresses on leaderboards, for each individual game, which gamifies global gamer rank through cryptocurrency for the first time in history. Until then, these addresses will be facilitated by the Gamerbits Foundation, and given out to top players through their verified Twitter handles and other mediums, with options of customized & localized vanity software tutorials for added player security available as well.

*While many of the images used are already licensed from third-party artists for our use, several other images used are stock images for demo purposes, and market-ready versions of the wallet which contain true ICO Gamerbits tokens will be replaced with Gamerbits-owned licensed images from their respective companies and/or commissioned by additional third-party artists.

4. Crowdsale

The crowdsale will begin on 7/26/17 0:00 UTC and end on 8/26/17 0:00 UTC , with a total duration of four weeks. A total of 90,000,000 (90 million) Gamerbits will be sold and thereafter distributed to all crowdsale investors. All of our cryptocurrency crowdsale addresses will be available in two secure channels, which are the Gamerbits ICO Crowdsale website https://gbits.io/ (protected by Cloudflare), and the Gamerbits secure Slack channel with messages only allowed from company admins. Once you have the secured & verified crowdsale address, then the simplest way for investors to purchase is to use Ethereum (although very many altcoins are accepted as well). For investors paying with Ethereum, nothing more is needed than sending Ethereum an address which you own the private keys for (most exchanges do not offer this). Then your Gamerbits will be able to be sent directly back to your purchasing Ethereum address, for you to use with the Gamerbits web wallet & future wallet apps.
In addition to Ethereum, Bitcoin & many altcoins will be accepted for this crowdsale. There are two methods for investors to purchase using altcoins. For additional detail about the crowdsale, and information about paying with any of the agreed upon & accepted altcoins, refer to the "Altcoins – Crowdsale" section available in the Gamerbits ICO Documents.

4a. Crowdsale – Unique Benefits / Early Coins

This is a fixed / capped sale, that offers unique benefits. Any coins that are sent after the capped limit is reached will be sent back to their respective crypto addresses in full, minus any essential network fees. During the time of finalization, calculation and verification of all ICO Crowdsale purchases, investors and interested parties are welcome to request Test-Gamerbits to be sent to their address for testing purposes. These Test-Gamerbits will be usable on all of our wallet software, and viewable with the Block Explorer technology. This will allow all parties to see the top-to-bottom experience of using Gamerbits, in a testing environment, as they await their true, marketable Gamerbits.

As with all crowd sales, investors need to ensure that they hold the private keys for the address which they are investing from. Addresses from exchanges do not offer this in the vast majority of cases, and only rarely will allow you to receive your ICO coins. Exchange addresses are highly recommended against for participation in our crowd sale. Any funds that are received after the ICO crowdsale is completed will be refunded back to the originating addresses as shown by their respective blockchains, minus any built-in network transaction fees.

5. Funding Principles – Limited Crowdsale

ICO (Initial Coin Offerings) are decentralizing finance and getting funds to important projects around the world that truly need it. However, we have seen that some have been abusing the system, and creating horrible press for themselves by asking exorbitant amounts from the overall community to fund certain projects [17].

It is for this reason that we have capped our crowdsale at nine hundred thousand dollars ($900,000), which is a figure that we have arrived at after careful estimation of all long-term running costs for the future. This amount is very manageable while still being able to provide funds for the unforeseen obstacles that every project faces. Notable costs we plan for in this figure include taking on our current contract employees as full-time hires to deliver large updates and upgrades to the wallet and explorer web software, integration and licensing with the top 6-10 grossing eSports video games and their logos / characters, outreach / partnership fees and agreements for sponsoring players and events, and medium-to-long term running costs for both the company and the foundation.

We think that the projects that ask for hundreds of millions of USD worth of value are either greatly inefficient, or choosing to be dishonest about their costs. The worst effect of this is that it completely dilutes any ROI left over for the ICO investors [18]. Most development projects in this space do not require large corporations of hundreds of employees, and can be efficiently managed and executed with small, intimate groups of knowledgeable developers.

It is for these reasons and more that we have decided to limit our crowdsale—despite outcry from several parties—to a fixed amount, because that is precisely what we require for this project to successfully get to a profitable and valuable place within the market and eSports Industry. The crowdsale funds are intended to raise money for the post-sale development, but eventually the coins' value and income stream from our partnerships and brand will allow the company to function for the long term.

6. Currency Use Cases

Currency aimed at fulfilling many if not all of the possible digital currency needs of the entire eSports Industry. several foci are described below, however many more potential uses for the currency exist, and will continue to be found.

6a. Tournament Prize Pools

Tournament organisers constantly rely on centralized services such as PayPal [19], venmo, credit / debit card, and even Fiat currency, for payouts to players and teams for their tournament placings. these tournament prizes, which can range from thousands to $20+ million dollars [20], are subject to problems such as payment processing delays, reversals, processing fees, and a multitude of other setbacks that are a result of relying on centralised services. a widespread, decentralised cryptocurrency can cut down many if not all of these problems, and allow more value to be sent directly to the players, while providing much lower fees for the organisers andsponsors. The benefit to the Gamerbits holders, is that there will be much more demand on the buy side for this currency, as large players, sponsors, in tournament organisers or purchasing the currency for their payouts. the benefits to the organisers in sponsors, is that they are able to get more unique recognition for their payouts, then would be possible with simple Fiat currency.

For example, a tournament that offers Gamerbits as part or all of their part prize, would have a unique recognisable edge over their competition, which does not offer this. search an offering would give a boost both to the tournament and to Gamerbits as a currency. therefore, the foundation will be giving the coins two tournament organisers to include in their prize pool, free of charge, as part of various sponsorship contracts. this provides added financial opportunity to the tournament and the players, free of charge to them, while giving a great boost to the currency in its publicity.

6b. Wagering

Online wagering for eSports is on track to become an additional, $2+ billion (net) dollar industry [21], which is a market that includes not only eSports, but horse racing, major sports events, ultimate fighting, NASCAR, Presidential elections, and much more. While the Gamerbits wagering website will cater primarily to gamers at times of large eSports competitions and tournaments, the software will also have a more neutral version, which will be advertised to other markets, during major competitions in Sports, racing, Olympics [8] and more.

The technology is peer to peer, in one function for all of these markets. strategic marketing in advertising will help Gamerbits break into these multi-billion dollar wagering and sports betting markets. The goal is for it to be so user friendly that it becomes the very first cryptocurrency to ever be used by many people.

6c-1. Physical goods sales

As eSports tournaments and events attract an increasing amount of players, smaller markets arise at the venues for artists, cosplayers, collectible-makers, and other creators of souvenirs based on the events and the game content. The handling of physical money, checks and credit cards always creates friction (and can incur third-party processing fees), especially with the younger demographics whose lives become increasingly digital. This presents a huge market pull for a currency that can become well known at these events, and be able to offer lower fees, while avoiding monetary loss from credit card chargebacks and fiat inflation.

6c-2. Online goods sales

Already, the coin can be used to purchase merchandise such as T-shirts and stickers from the Gamerbits website, at https://gbits.io/merch, but as a general currency, the coin will be able to

be exchanged freely on many exchanges, websites, and peer-to-peer for any type of good / service, just as any other global currency currently is.

6d-1. Block Explorer "Richest list" as a Global Leaderboard

Block explorers have richest list pages that show the addresses with the greatest amounts of a particular coin. This presents an untapped opportunity to gamify the ranking process, as the players with the most Gamerbits will rise to the top of such public lists. This "leaderboard" will create a great amount additional demand for Gamerbits, as the players holding the most will be able to enjoy more global recognition. With the optional Gamerbits vanity addresses, players names can be viewable within the payment addresses themselves, as their names rise to the top.
Ranked leaderboards are a major driving factor of competition in almost all competitive video games [22], with players fiercely competing to rise to the top for the recognition, fans and sponsorship deals that come with reaching the top of a board. This means that in addition to desiring the Gamerbits for their monetary value, players will have an additional incentive, which will be to hold them long-term to gain recognition. This, along with the deflationary nature of the token, what help create long-term growth of the currency's value over time. Who will be the #1 Gamer?

In no other cryptocurrency does this dual demand factor exist, where long term holders are recognized and promoted in their local communities directly for their holdings. While this may seem to reduce players privacy--a key feature of cryptocurrencies--this vanity feature is completely opt-in, as it requires additional setup, as it is not activated by default.

6d-2. Customized "Richest List" customized to particular eSports titles

Understanding that any digital currency will need to cater to its users to become massively adopted, the Gamerbits Block Explorer will offer custom-sorted "Richest Lists" for individual games. These lists can populate based on certain tags being included in the vanity addresses, such as 1DOTAplyr2jc... to differentiate it as an address for a competitor of the popular RTS game Dota 2. For a player of Nintendo's Super Smash Bros titles, a vanity address can appear as: 1SSBM2kzz0cc2dj.... etc. These views can be further customized with characters or creatures from the individual games, in either officially sponsored art forms through partnerships or with public fanart versions, as commissioned by the Gamerbits Foundation.

6e. Donations for Public Streams

Video gaming streaming services such as Twitch.tv have taken over much of the internet, and are currently ranked 4th in terms of network traffic load online, ahead of Facebook and other top sites [23]. This is truly an era of livestreaming, and video games have taken charge of this booming global market. However, they do demand a large and increasing share of any proceeds sent to the players on their platform, so the Twitch, Paypal and other fees can truly add up for the individual gamer playing for his fans. In order to receive money from the subscription fees they have from their users, or the donations, or the "bits" or any other payment, they need to go through many levels of fees and middlemen.

In order to create a more just, p2p world, Gamerbits exists and caters to these groups as a neutral, p2p payments solution, with the benefits of having a company-wide focus on UI and design, and a decentralized, anti-monopolistic network fee structure. It truly is the best of both worlds for the gamers, and is something that has never truly existed or been properly catered to before.

As more and more gamers are making an increased amount of money from the currency, through subscriptions, donations and other payments in Gamerbits, and the currency's rise in value over time,

more and more players will demand it built into the variety of services they use, and network effect will take hold. The Gamerbits Foundation will be there at every step of the way, making this transition and adoption as seamless and supported as possible.

6f. Mobile Games & Beyond

Integration into apps, games, and programs for mobile, console, and desktop platforms, will be a huge boost to Gamerbits, and partnerships with these developers are the types of partnerships the foundation will be able to pursue following a successful crowd sale. This will allow easy integration, and the ability for hot coin holders to purchase apps, games, and other digital content, will be a huge boost for the currency.

7. Gamerbits Foundation

Contingent on the success of the crowdsale, the Gamerbits Foundation Ltd. is to be based in Hong Kong, China, but pursue partnerships, events, and outreach with players and tournament organizers around the world.

7a. Foundation Initial Funding

10% of all Gamerbits (9,000,000) in existence are being excluded from the crowdsale, as they are set aside for the Gamerbits Foundation, to fund their marketing, outreach, and partnership efforts. these efforts will include social media outreach, vanity wallet distribution to top eSports players, player sponsorship, organisation of various eSports events, marketing and sale of Gamerbits merchandise (including stickers, T-shirts, hats, and other apparel), a numerous other efforts to bring long- term value in increasing demand for the currency.

As it is funded in part by the Gamerbits currency itself, the Foundation has a vested interest in creating added adoption and acceptance of the Gamerbits currency, so that it may succeed in the long term and continue to give marketing pushes & partnerships to bring it to an increasingly larger audience. We feel that this system benefits both the players, the investors and the Foundation all together.

7b. Sponsorships at Events

The Gamerbits Foundation will continue it's sponsorship of events around the world. This will not only allow the opportunity to distribute Gamerbits in tournament pot bonuses to top players, but will also simply provide publicity for the coin to all audience members, and stream viewers online. eSports, as a massively growing industry, sees thousands of tournaments every day. This presents a massive market for sponsorship opportunities, where the token can be advertised and dispersed.

7c. Vanity Address Program

The Gamerbits Foundation has began its efforts in generating vanity addresses for top players across the major eSports games, which come pre-loaded with a certain amount of free tokens, so that they have an economic incentive to join into the cryptocurrency and promoted to their thousands--if not millions--of followers. This is because the more demand the top players create for the currency, the higher the value is of their holdings. Therefore, they will utilize their large fan base to promote the currency in increase its value. in this way, the currency can spread in a viral like fashion completely on his own.

These vanity addresses with free Gamerbits will be distributed—with encryption—to the players which we have already partnered with first. Afterwards, the Foundation will continue to

advertise the remaining free vanity wallets loaded with free, marketable Gamerbits currency to other top players across many eSports games, through various social media platforms, with an emphasis on our twitter for its wallet distribution programs (due to its verification system & viral nature, especially amongst crypto enthusiasts). However in terms of general marketing, the other platforms that will receive a majority of attention for outreach include our pages on Facebook, Weibo, WeChat, Tmail, Youku, WhatsApp, and more along with our current rankings on Google for international investors and Baidu for Chinese investors.

7d. Foundation Partnerships
Since it's inception, the Gamerbits Foundation has been developing partnerships with video game streaming services such as high calibur players on Twitch & YouTube, among others. These partnerships are invaluable for advice, testing purposes, and seeing how the currency can perform in the hands of those who will be using it. In addition, Tournament organisers (TO's) have been available at many eSports events, in have proven to be highly accessible for questions, rapid-prototyping, testing / demoing software, and anything else we have needed to improve our product. The foundation has also been fostering partnerships with various news outlets and online interviewer personalities. This is essential as several interviews with our core team will be released in the weeks during the crowdsale, and afterwards as needed. The interview personalities have been chosen due to their familiarity with the eSports Industry in their knowledge of how to cater to it properly.

8. SAFE Network Applications for Security & Added Features

8a. Cold Storage App

The Gamerbits cold storage app is an open source solution to storing all private data–which can include Gamerbits private keys–to the secure encrypted decentralized SAFE Network. This application allows not only the secure storage of the Gamerbits currency, but also any ethereum based currency, any Bitcoin based currency or any other currency that relies on public-private key pairs. This is an important achievement for society, as it opens up a way for easy storage on a decentralized network, and any sensitive data. While it benefits Gamerbits holders immensely, having been created by (and support being provided by) the Gamerbits core team, it also allow as many other benefits to anybody wishing to store any sensitive data on a secure network with only two clicks.

This first application has been completed and tested on mockrouting, and is soon to be uploaded to the test 18 Network provided by MaidSafe. The complete code base is available open source on GitHub, at the Gamerbits Foundation Repository1. This allows any programmer to access, audit, and extend the code base into an ever increasing amount of use cases on the safe Network. This provides mutual benefit to users of the safe Network, fans of privacy, and of course Gamerbits ICO token holders.

In appearance, it resembles the ICO crowd sale website page, as it also has the JavaScript Bitboy game playable on the header. This is now a decentralized serverless instance of the Bitboy JavaScript jumping game, running on completely different technology.

This is the first in a series of no less than four pieces of software to be released on the SAFE Network in conjunction with the Gamerbits ICO decentralized eSports currency project, to improve upon the security features available to our users, tournament organizers, and competitive players. These pieces of software must be completed before WhiteOutMashups releases his escrows to the Gamerbits team, ensuring that the SAFE Network gains an impressive amount of Open Source Code, and important extensions.

8b. Private key transmission App

Similar to the Gamerbits cold storage app but in appearance only, the private key transmission app is a secured encrypted peer-to-peer messaging app for users to send anything from messages to sensitive information including Gamerbits private keys. This will allow the transfer of the Gamerbits currency or any other on a decentralized network with no middlemen. This is another important step for society, and it's something that has not existed in the crypto space on this level.

Work has already began for this second application, and will be published on GitHub for open review and download, and additionally will be on MaidSafe's alpha, or beta, depending on which stage the team is at at that point.

8c. Extension for SAFE crypto exchange

Another important app to be created by the Gamerbits team for the SAFE network, is the extension to any SAFE Network crypto-currency exchange, for the Gamerbits tokens to be traded. This is a large task, and will also open the gate for any Ethereum, Ethereum Classic, or any ERC 20 tokens to be traded On the SAFE network's decentralized exchanges, while knowing that many thousands if not millions of exchanges will exist and compete. Our extension therefore has to be lightweight and extensible, and be easy to have integrated into many different systems, to be successful. This is an important aspect for the SAFE Network, and is an important part of our escrows, which again will not be released by WhiteOutMashups until adequately fulfilled. Complete functional tournament wallet for SAFE Network and following by the rules set in the other applications, will be completely open-source and downloadable by all.

8d. Functional Gamerbits Wallet on the Safe Network

Taking the lead on yet another front, the Gamerbits team will additionally be creating a full-service wallet and tournament organizers' suite running on the SAFE Network. This will allow the viewing and transferring of Gamerbits and therefore any other etherium, classic, or erc20 token, using a wallet based on the SAFE Network.

There are many questions yet to be answered in this space on how this will materialize, and how the SAFE Network will handle calls to many of the Blockchains to allow this type of technology to function completely on the SAFE Network. Servers may be needed to process the request, and private Keys may be held on the SAFE Network for security, but it is hoped that ideally everything could take place on the SAFE Network. These parts are not certain yet, and future MaidSafe tests will determine a solution either way, and this is exciting for us to be working on.

The wallet will not look like the previous two apps at all, and it will be completely designed for all eSports functions, and all tournament organizers requirements. This can be any or all of the use cases explained previously in this white paper, such as eSports wagering, merchandise sales, and many other functions that players in organizers may need or offer at eSports events around the world. Of course all software will be translated into all appropriate languages, like many of our demos thus far.

Additionally at this point in time the SAFE Network will have been launched, and our MaidSafeCoin investments that we have received into the Gamerbits will have appreciated considerably, enabling the rewriting of any software to allow Gamerbits to be ported or cloned into a SAFE Network currency, if need be. Therefore any Gamerbits tokens running on any Legacy platform such as ethereum, will be transferable at a rate of 1 to 1.

It is very exciting for us to be contributing these applications to the SAFE Network, as we truly believe they will deliver and it will radically change the economy in many ways, which is why we at Gamerbits are doing what we do. We are excited to be working with WhiteOutMashups and understand that no escrows of his will be released to us without the delivery of these products for the SAFE Network community and the global community. All contracts have been signed by him and us so that these statements can be legally binding.

9. Bitboy Digital Mascot

Bitboy™ [24] is an retro low-resolution character made as the official mascot for the Gamerbits company and currency. His story and lore are yet to be released, and for the moment his only appearances are among the crowdsale materials and in the small web game on the crowdsale website. His mission is to survive all of the obstacles for as long as he possibly can, so that he can get his high score of 20 billion which will achieve his goal of making Gamerbits #1 on CoinMarketCap! (the points represent the cent amount of Gamerbits, as in a score of 48 = $0.48. Post screenshots of your high scores on our community forum at forum.gbits.io! It's a great way to get to know our international ICO investment community.)

Bitboy is a major advertising trademark of the Gamerbits Foundation, and appears as its property on all related websites and pages as of the ICO announcement, as first-to-market claim over the intellectual property. He is also planned to appear in his own videos, fanart graphic novels, and other publications in various languages to increase awareness of Gamerbits in a very accessible way.

10. APPENDIX

Altcoin - Any cryptocurrency besides Ethereum & Bitcoin, as most are based from them.
Bitboy™ – 8-64 bit boy mascot for Gamerbits; his eternal mission is to make it #1 on Coinmarketcap.
Bitcoind - akin to "Geth" for Ethereum, "bitcoind" is software used for running a full node.
Blockchain - Main technology behind Bitcoin; a distributed ledger to verify transactions.
CS:GO - Counterstrike GO, a competitive first-person shooter video game title.
Cosplay - Dressing as pop-culture characters and icons during small or large conventions.
Dota - RTS strategy game that pits player vs player. High ranking eSports title.
Fanart - Conventional characters and storylines redesigned by third party artists.
GBIT - ticker symbol for the Gamerbits eSports currency.
GBIT Block Explorer - Customized version of Ethplorer technology, to highlight our currency.
GBIT Web Wallet - Customized version of MyEtherWallet, to facilitate adoption of our currency.
Gamerbits™ - Ethereum-based ec20 token, marketable on the free market and soon on exchanges.Gamerbits Foundation™ - Entity dedicated to the advertising and increased acceptance of Gamerbits. Gamification - Turning everyday things into lighthearted friendly competition using points.
Huangzao 2022 - First time in world history that eSports will be played for Olympic medals.
Leaderboard - Globally acessible list of top performers or players.
Nintendo - Company responsible for Super Smash Bros, Pokken & other eSports titles.
Omni Foundation - Foundation of programmers and businessmen taking charge of the Omni Protocol. Omni Protocol - Bitcoin protocol for colored bitcoin, less and less maintained over time. Previously known as the Mastercoin protocol.
Omniwallet - Web wallet software for managing assets based on the Omni Protocol.
RTS – Real-Time Strategy game, with a birds eye view of the battlefield.

Streaming - Real-time uploading of content to the web, to interact with an audience live.

Super Smash Bros - Competitive survival fighting game by the Nintendo company.

Twitch - 4th largest internet traffic site in the world, focused on livestreaming video game content.

Vanity Address - Customized public key of a blockchain crypto address, with a human-readable message.

Whitepaper - Document used to illustrate key points and design features of a new idea.

eSports - "Electronic Sports," term used to describe competitive video gaming.

gbits.io – Crowdsale website, which will be updated into the official project website upon completion of the crowdsale.

Token / coin / asset – Used interchangeably to describe deflationary, digital currencies based on the p2p blockchain network.

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