

The logo for eBOOST, featuring a stylized 'e' in a blue circle with a white arrow pointing right, followed by the word 'BOOST' in white, bold, sans-serif capital letters.

eBOOST



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EBOOST

ABSTRACT

A perfect storm has rolled in. Blockchain technology, eSports, and mobile gaming have grown to new heights, revolutionizing their respective industries. This white paper will provide an in-depth explanation of how all three have come together; To create the eBoost platform and EBST, The Trusted Gamer Coin.

eBoost is much more than a typical blockchain platform. Gamers and traders can come together to collab, compete, watch and find out the latest news on the competitive gaming & blockchain industry in an easy to navigate setting. eBoost aims to be at the center of the blockchain, eSports and mobile gaming industries.

Our eSports and mobile gaming platform launched in 2016 and encompasses a gaming platform, wallet and cryptocurrency ticketed EBST, all powered by blockchain technology. eBoost has now reached 50,000 active users and is growing daily. Our organization strives to improve and reach millions of new users globally with our bold growth plan.





EBOOST

EBOOST WILL TRANSFORM THREE INDUSTRIES

1. CRYPTOCURRENCIES (EBST)

The worldwide population has quickly adopted cryptocurrencies to their everyday lives. With blockchains' secure & swift transactions, inexpensive cost and global outreach, we are truly in the middle of a financial renaissance. eBoost has developed the Trusted Gamer Coin (EBST) on its platform with support from business leaders, mainstream news and popular social influencers backing its potential. The huge success of cryptocurrency adoption proves that the blockchain has truly filled a much needed void in Financial Technology (FinTech). Safe & secure business transactions, wallets & accounts for those unable to access a bank, and quick, cheap payment gateways are some of the many problems solved in FinTech. The blockchain will continue to find solutions to problems that were born of the twentieth century financial systems.





EBOOST

2. MOBILE GAMING

The mobile gaming industry has evolved and thrived through the improvement of technological advancements in Android and IOS devices. As virtual online stores such as Apple's App Store and the Google Play Store became open to more options in-game, app developers quickly developed a system that involved microtransactions. This instantly created huge success, pushing the industry to grow into the multi-billion dollar level that it is today. However, incredible growth such as this, created many security breaches within apps & games, as well as the online stores.

Hackers can generate their own in-game coins, giving one an advantage over other players, but also damaging the credibility of app developers and app stores alike. The eBoost cryptocurrency trading under the ticker:EBST, is the answer to this persistent problem. With its safe & secure network of transactions, your protection is guaranteed. Blockchain will indefinitely replace all in-game currency in mobile games platforms and eBoost is at the forefront of this shift. EBST was created and implemented via a secure wallet and payment system which is immutable and decentralized. In addition EBST offers an in app marketplace to create trading in-game items across multiple apps.





EBOOST

3. ESPORTS GAMING

eSports is a growing global enterprise born from fragmented online video game clubs into a major organization. This growing slice of the online gaming industry is approaching \$1 billion in total annual revenue. The industry has grown double digits year over year for the past five years; however eSports has suffered from a lack of organization and a common payment platform that has left players lost, upset and downright angry.

With a large, thriving community of gamers, iconic professional eSports players and traders alike, eBoost will strive to solve these problems with secure payments, constant adaptations, updates and a solid foundation to over 50,000 in a community of token holders, gamers, traders and business people alike.





EBOOST

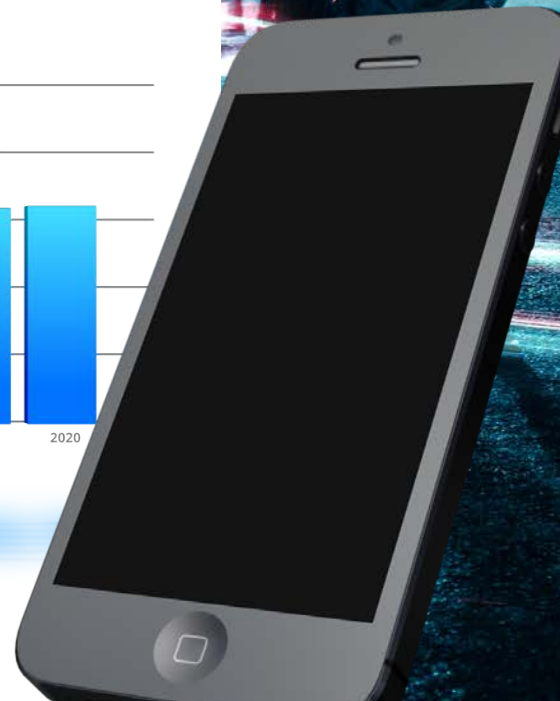
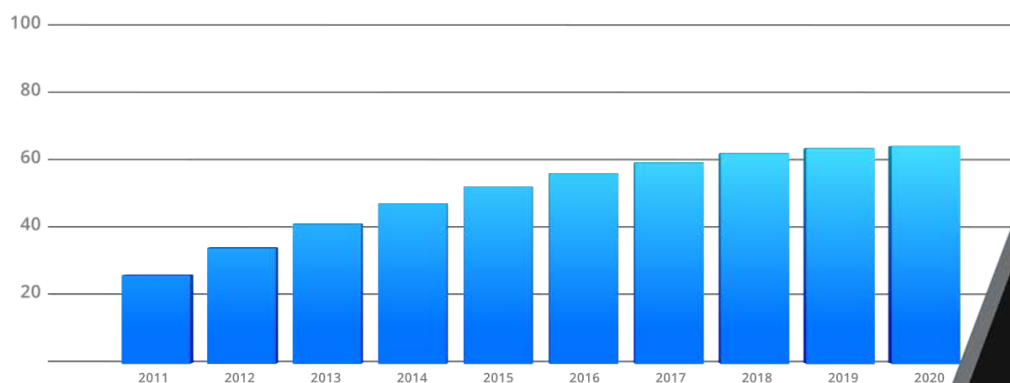
WHY THE MOBILE GAMING INDUSTRY?

eBoost is targeting the mobile gaming industry due to its incredible growth and its wide compatibility to implement a coin for gaming purchases and trading.

In 2011, The United States began its growth in mobile games. The general population of mobile game users from America started at just 25.9%. Estimates now are well over 60% and only predicted to grow further by 2020. Surveys show that out of general mobile game players, users have at least 3 mobile games on each device they own.

In the United States \$40m market for mobile gaming, 4.8% of their players spend money through microtransactions. Games such as Clash of Clans, Candy Crush and even Flappy Bird have made hundreds of millions in ad revenue and micro transactions. With objectives that involve co-development of mobile games and creating a blockchain that will be used to service the entire industry, eBoost will be targeting games with potential such as these.

SHARE OF POPULATION





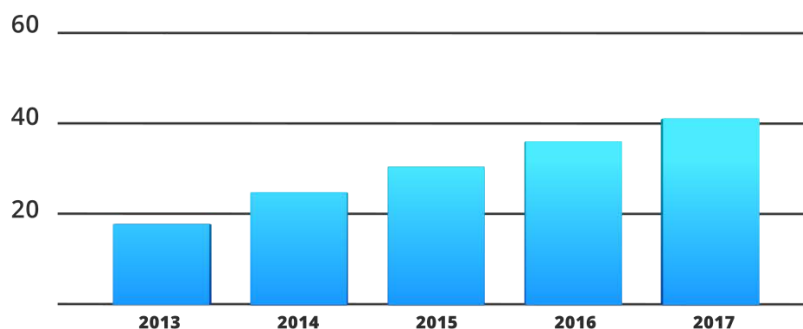
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MOBILE GAMING REVENUE WITH EBOOST

Global revenue is important as it represents the feasibility of investment for onlookers and spectators wanting to get financially involved. eBoost is joining this industry at the correct moment with visions of creating a widely used platform and in-game currency.

The stats show that in terms of revenue, the global mobile games industry reached \$40.6 billion in 2017. This shows impressive stability in growth compared to \$30.1 billion in 2015 with Asia being the largest proportion of this revenue. Through companies like Tencent and others alike, this revenue is supported. Japan also generated \$6.18 billion and stands as the second largest mobile gaming industry in terms of revenue, in the world. Following close behind is the United States of America, trailed by South Korea. China is undoubtedly the strongest leader in the industry standing 3rd in growth and opportunities out of the 5 largest markets in Asia. eBoost will be targeting this high potential marketplace and reinvent the industry for all casual and competitive players.

REVENUE IN BILLION U.S DOLAARS





EBOOST

PROBLEMS IN MOBILE GAMING

Despite the growth of the mobile gaming industry, many problems have arisen and have not been addressed directly. eBoost has viable and realistic methods of combating these problems. Some of these issues include:

- Hacking into games for currency
- Downloading free games from illegal sites
- Generating or stealing key codes for in-game currency redemption.



eBoost will combat this by creating a gaming platform built on the blockchain technology. The decentralized platform will create security for the mobile games market. eBoost will do this by offering our blockchain technology to app developers, providing them the functionality to have decentralized log of transactions. eBoost strives to develop games with mobile app developers powered by the EBST token as the secure, in-game currency.





EBOOST

MOBILE ESPORTS & EBOOST IMPLEMENTATION

eSports has thrived on a massive scale since the first days of gaming tournaments attracting sponsorships, football sports clubs and even stadium owners. In just its first year, the sub industry that is mobile eSports has shown huge growth and is expected to become a mainstream eSport in the scene by mid 2019. eBoost is involved in the future of mobile esports with EBST originally being founded for eSports. This will be something that is implemented alongside the growth of mobile eSports. As the new sub industry grows into mainstream eBoost will be a widely used platform for eSports gamers and mobile gamers. Implementation will be achieved by replacing the in-game currency that the games would normally have and using eBoost instead. Any Mobile eSports prize pools will be paid out in eBoost to use in the app or to be withdrawn through the wallet app.

This will work alongside the in-game trading system of EBST with players trading eBoost to each other via the eBoost Mobile Wallet App. eSports has thrived on a massive scale since the first days of gaming tournaments, attracting sponsorships, football sports clubs and even stadium owners. In just its first year, the sub industry that is mobile eSports has shown huge growth and is expected to become a mainstream eSport in the scene by mid 2019. eBoost will definitely be involved in the future of mobile esports due to the coin originally being founded for eSports. This will be something that is implemented alongside the growth of mobile eSports. As the new sub industry grows into mainstream eBoost will be a widely used platform for eSports gamers and mobile gamers. Implementation will be achieved by replacing the ingame currency that the games would normally have and using eBoost instead. Any Mobile eSports prize pools will be paid out in eBoost to use in the app or to be withdrawn through the wallet app. This will work alongside the system of in-game trading with eBoost with players trading eBoost with each other via the eBoost Mobile Wallet App.





EBOOST

THE EBOOST WALLET APP

The eBoost Wallet App will be in conjunction with the eBoost mobile games integration. The wallet will be connected to a server that links all of the games supported by eBoost, creating and linking an in-game currency. This lays the foundations of an item marketplace for these games. Trading, tournaments and many more features will use the eBoost blockchain to provide security and use for the EBST coin. This will create and integrate an environment based on an easy to manage user interface and a general platform for players to chat and trade in the mobile gaming community. The eBoost Mobile Wallet will provide all the coins you own, held on your phone for physical and personal ownership of the currency. The technology behind the eBoost wallet app will be developed for Android and iOS devices, which safely stores the users private keys for the coins they've earned, bought or received.





EBOOST

A USER-FRIENDLY EXPERIENCE FOR UNEDUCATED CONSUMERS IN CRYPTOCURRENCY

Some of the biggest problems that has deterred people from using crypto in the past has been the elongated signups on exchanges, the complexity of the industry and the long transfer times of the coins. eBoost will change the mindset of these people by integrating the coin with a seamless and easy signup process. Simply pressing the "sign in with google" or "sign in with Facebook" feature used in most apps will automatically generate a customers details by linking their account to create an easy sign up process for consumers. They will then be able to buy and transfer coins directly from their mobile device. The implications of this could change the way people view crypto and and create large potential for eBoost in the future.





EBOOST

EBOOST AS A COIN AND A GAMES DEVELOPMENT COMPANY

As mentioned, eBoost plans to implement their in-game technology with the EBST token into several mobile games. The coin will be transferable from phone to phone through the in-game marketplace.

eBoost will also be launching a games development company to create apps that implement this technology. The platform that holds these games will use efficient linking between games with instant transfer times when trading the coin in-game.





EBOOST

THE BRAND NEW EBOOST WEBSITE

eBoost is currently updating its website www.eboost.fun to become much more than a basic website, but instead a portal for all things eSports related to eSports. eBoost will be the premier hub for all eSports, highlighting from many different major eSports just for the community including blockchain news and mobile gaming updates. Some of the highlights eBoost will be implementing into its new website in September 2018 are the following:

- Live scores and updates of eSports major tournaments happening worldwide
- eCommerce section to allow fans & players ability to buy gaming gear and apparel with EBST tokens
- eSports news aggregated from credible sources around the industry
- Dynamic blog with comprehensive topics pertaining to eSports
- Expanded sliders with several recent videos about eBoost news
- White paper that includes updates quarterly
- Landing page to collect information of eSports fans and eBoost token holders
- Expand the team and update bios of eBoost team
- Deposit section to top up 'eboost wallet'
- Update roadmap and add extra year of goals and future activities
- Twitter live feed widget
- Add more social media outlets linked to the website
- Update terms & conditions, privacy policy and cookie permissions





EBOOST

EBOOST AND ESPORTS

eBoost is a platform was originally built specifically on the blockchain to service the nearly \$1b gaming community. Now incorporating mobile games into the service, many possibilities have opened up for eBoost and the consumers of the coin, EBST.

Similar to traditional sports, eSports fans follow real world teams and enjoy watching matches of wildly popular games like League of Legends, Counter-Strike and World of Warcraft. There is also a vast amount of gamers who use their time collecting items from such games, then trading them with each other. Places such as Discord house avenues for these players to connect with one another and trade their items. eBoost is connected with the largest trading Discord in a server called TradeCentral which holds over 40,000 users. With an eBoost Wallet built into their ecosystem it provides another opportunity for the eSports world to use Boost as a platform where players can be paid through prizes. This aims to change the industry into a secure and profitable economy online.





EBOOST

BUY/SELL/TRADE IN-GAMES SKINS/ COSMETICS

Throughout the rapid growth of the eSports industry, there are a few sub industries that thrive within it. Players can now buy, sell or trade their in-game skins or cosmetics. A skin, is an in-game 'paint job' or overlay for your items or character used in the game. A player can 'skin' his gun or player via purchased or earned in-game reward. The rarity of these skins make for great profit generation and return on investment. Prices range from \$0.01 to \$100,000+. For CS:GO alone, players wagered \$2.3 billion in skins on the outcome of eSports matched in 2015. These profits are often used to create massive prize pools for tournaments and gaming events alike.

Valve, a company that owns both DOTA and CS:GO, announced that generate \$2.2 billion running these trades through their popular gaming platform, Steam. eBoost as a company will pursue the item-trading avenue. Trading in-game items is a huge section of the gaming community that blockchain will adopt.





EBOOST

ESPORTS DILEMA

eSports gamers and fans have been hindered in their ability to buy, sell or transfer money related to any type of eSports tournaments, products or services without a payment processing platform that works for the entire eSport gaming space.

The lack of cohesion and no customized technological platform designed specifically for the industry has caused an array of problems for the life cycle of daily gamers. Payment systems such as Paypal, international bank wires and even Western Union are all extremely expensive. The traditional methods are slow and pricey and make for a poor user experience for people playing or purchasing games and items. With this poor structure users have developed low moral towards other users and the gaming organizers themselves. Anger amongst users causes individuals to become disenfranchised and stop participating in daily gaming thus hurting the eSports gaming space overall.

The eBoost platform will bring all users together in harmony to provide a safe & secure environment for transactions via eSports tournaments, products & services.



EBOOST

BLOCKCHAIN AND ESPORTS

Blockchain systems are often too slow to transfer due to so many brand new, minted coins introduced daily on Bitcoin & Ethereum networks.

After yearly double digit growth, eSports gamers decided a platform needed on the blockchain specific to eSports. The leading eSports sponsors, organizers and players understood the massive potential eSports & Blockchain has to offer the world. The eSports audience & player pool continued to grow exponentially compounding the existing problems. There needed to be a platform that would bring the community together and solve these problems. It was collectively decided that building a multi-pronged platform where gamers can exchange payments within seconds, store their universal coin in a secure wallet to solve the overall issues for the eSports experience. Users are frustrated, but a long term solution to these nagging problems is here. With eBoost, a viable cryptocurrency dedicated to eSports, one that is scalable to the levels needed to satisfy the industry demands, we have the answer.





EBOOST

ESPORTS SOLUTION

The eBoost platform is built on a proprietary blockchain system for eSports platforms offering end to end solutions using distributed ledger and smart contracts, wallet and cryptocurrency. With the use of smart contracts to support the growth of the relatively new eSports gaming industry, our platform provides a safe & secure location for all things eBoost, Blockchain & eSports.

EBST is growing so fast because it's far more reliable, transparent and an advantageous means of payment in the eSports gaming industry. EBST is a cryptocurrency that will continue to be used in the eSports gaming space with many sites already signed up and currently using the coin, including TradeCentral. eBoost's platform comes equipped with a highly secure online wallet.

You can download the eBoost wallet for either Apple or Windows devices to secure your coins and also send and receive EBST coins. Wallet can be used for various reasons such as multiple reception addresses, debugging solution, and quick transactions peer-to-peer. This wallet provides everything and so much more to eSports gamers. eBoost's very own currency for eSports is trading under the ticker EBST and is one of the best methods of payment for eSports transactions.

eBoost has also sponsored tournaments by Mockit eSports and hosted an array of other tournaments to further expand the user base and reach critical mass economies of scale, as this infant marketplace grows in double digits annually.



EBOOST

THE EBOOST GAMEPLAN

EBST will be used frequently in the mobile gaming industry. Developing mobile games and using the coin for in-game item trading across an integrated network of games. This will create a whole new experience for gamers, traders and mobile app developers to explore and enjoy. The system will work by creating a price for limited in-game items that will be bought and traded between players using eBoost tokens.

There are multiple marketplaces on PC and console platforms, but the mobile industry has been untouched in this aspect of immersive entertainment for the players. The first few games will be marketed towards the eSports community for growth and development of the technology. This will include simple yet competitive multiplayer games built for EBST token implementation.

When a large audience is developed, the eBoost wallet will be in sync with all games using the technology. The coin will be used on a wide range of games for purchasing items, cosmetics and trading rare items in-game. The goal is for the eBoost game development branch to create a highly popular and competitive game where the coin is integrated for prize pools and





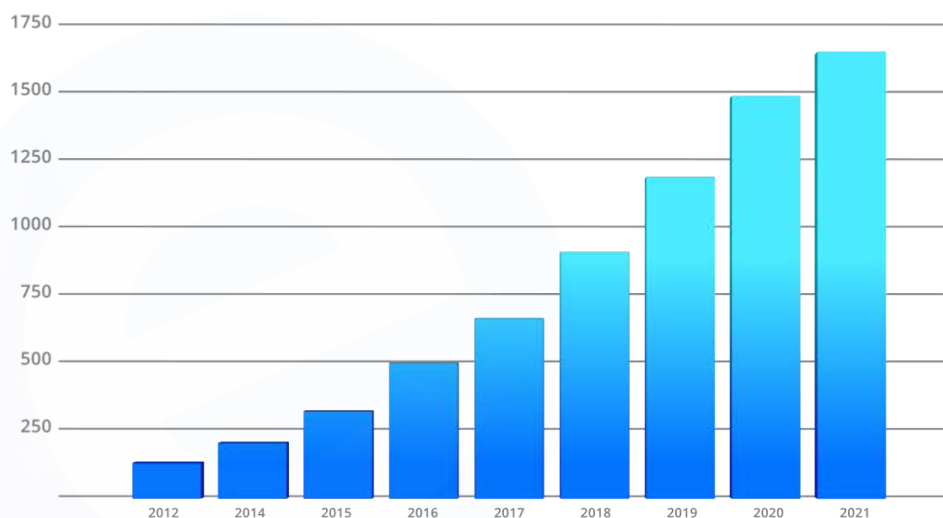
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ESPORTS STATS

The statistics below show previous and estimated global eSports revenue from 2012 to 2021. During 2017, the market cap reached numbers approaching \$493 million. Estimates show the numbers are likely to triple by 2020, reaching an impressive \$1.65 Billion. eBoost will be striving to be the main source of payment and trading in this industry. The revenue of the industry in general has increased 40% each year, factually making the eSports industry the fastest growing market in the world. In 2016, calculations showed that 80% of the revenue came from sponsorship and advertising. The other 20% was made up of eSports betting, prize pools, tournaments, merchandise and ticket sales for events. Currently, Asia and North America represent the largest eSports markets worldwide with Europe following close behind.

Asia contributed an average of one quarter of the global esports market revenue, boasting and inspiring \$328 million in 2016. North America generated \$275 million with Europe amounting to 270 million. Despite these statistics being impressive already for a non-mainstream industry, the estimated growth is something that is catching the eyes of many investors and traders worldwide. With eBoost at the front of the industry, investors, traders and gamers will all use eBoost for their transactions, prizes, endeavours.

ESTIMATED REVENUES FROM 2012-2021



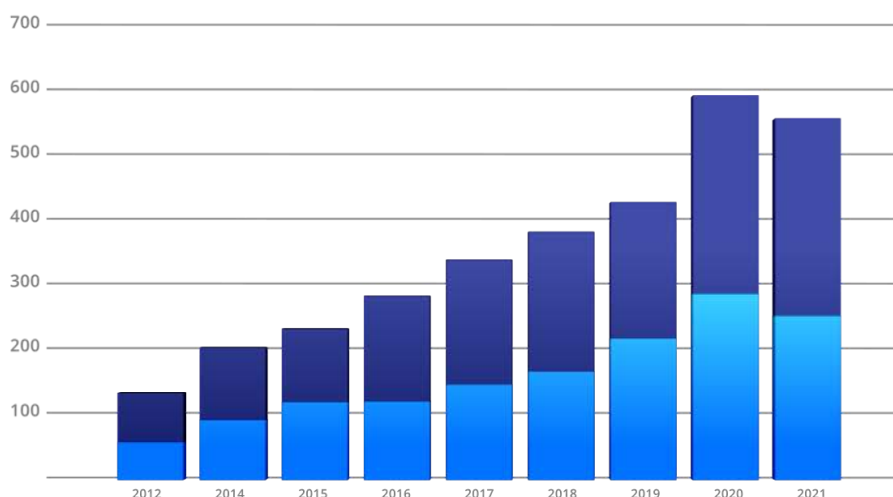


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ESPORTS AUDIENCES

As shown, there are two main types of esports viewers. These consist of eSports enthusiasts, those who are involved in the community, and recreational viewers, those who watch the games for their leisure. In 2017, there were 143 million viewers watching eSports streamers, games and events. This viewership interests sponsors worldwide. The number is expected to reach 250 million viewers worldwide by 2021. With viewership growing in all eSports, League of Legends is by far the leading eSport with the highest number of registered players and a seemingly unreachable 36 million audience members tuning in the watch in 2015. This is created by fans and casual viewers tuning in to watch tournaments with prize pools climbing as high as \$20 million. One of the most popular streaming platforms is Twitch.tv. Twitch, owned by internet giant, Amazon, generates a monthly 140 million unique viewers, as of January 2018. By 2021 that number is estimated to grow to 220 million. The Twitch user age group distribution indicated that the majority of these users are ages 16 - 24, with some ages being as young as 4, and as experienced as 60. With the industry growing so fast, there are huge untold profits in many fields regarding eSports. That is why implementing eBoost would be a great endeavor for these viewers to spend money in games for advancements, but also to be used for stream donations & subscriptions, buying the merchandise of your favorite team, and many more.

Below is a chart of the growth of viewership among streaming giant Twitch.tv





EBOOST

UTILISING VIEWERSHIP

There are many events around the world, regarding eSports. Boasting many different viewers for each game. Despite asia dominating the industry with their viewers, specific gaming events in the west, gain much more attention than selected asian events. The Extreme Masters Katowice event held in Poland on 2017, had 46 million unique viewers, making it the most watched eSport event of all time. rivalling some major physical sports events. eBoost being used as a prize for these kind of events would be a lot easier to manage for these event holders. This method of payment has already been used by esports players in the past by clubs such as Mockit eSports. Feedback showed that the players actually preferred being paid in eBoost rather than traditional methods involving banking.





EBOOST

PAYING FOR TUITION WITH EBOOST

Not only is eBoost being used for Mobile gaming, but it is also planning to be used for tuition fees in eSports academies. If possible, this will begin in Sweden, a country whose government that backs both crypto as well as eSports. With some tuition fees reaching totals of \$30,000 in courses, there is a lot of potential in using eBoost for this.

eBoost representatives will approach the swedish government with high hopes of them adopting EBST in their academies. Sweden is known for their public approval of crypto technology as well as eSports. This means, asking the question of adopting EBST into their academies is perfectly viable and achievable for eBoost.





EBOOST WHITE PAPER TECHNICAL STANDARDS

TECHNOLOGY SPECS

We will start off this section, not with the usual introduction into cryptocurrencies, but instead we will start with that is different with eBoost from a technical perspective and how its intended use case influenced the technology used in the coin. This section will assume the reader has a strong technical background and is familiar with many cryptocurrency projects and capabilities in this space.

eBoost Specifications

Coin characteristics

Status: Proof of Work (Premined)

Max Supply: 99,990,000

Algorithm: Scrypt

Mining Reward: Transaction Fees

Block Reward: 0

Block Rate: 3 Minute average

60 Block Retarget rate

Github: <https://github.com/eBoostCrypto/eBoost>

Build Instructions:

<https://github.com/eBoostCrypto/eBoost/blob/master/doc/build-unix.txt>





EBOOST WHITE PAPER TECHNICAL STANDARDS

EBOOST REQUIREMENTS

Careful attention was placed in creating eBoost with eSports in mind. For a cryptocurrency to be successfully implemented in eSports it needed to have specific features not readily available from most cryptocurrencies.

Transaction fees for eBoost are very low. Trading coins between wallets are minimal and zero fees for trading within a platform. An example of zero fees is in the Discord platform where gamers can exchange EBST for no fees.

Transaction speed for eBoost transfers between wallets are near instantaneous.

Transaction confirmations due to 1 minute blocks, most trades are confirmed within 3 minutes which is useful in many applications to include in-game purchases, mobile games as well as over the counter trading.





EBOOST WHITE PAPER TECHNICAL STANDARDS

TECHNICAL FRAMEWORK OVERVIEW

Github submission framework

3 steps to submit a pull request on GitHub

1. Create your own copy of the code repository by forking the original.

While logged in to GitHub and browsing the eBoost repository locate and click the Fork button at the top right of the page. Your new personal repository will be created.

At this point, you can make any modifications you wish and suggest them to the parent repository you forked from. You can either clone the new forked repository on your own computer or edit files through the GitHub UI.

If you don't have a preferred Git UI tool but you do have Git installed, the following command will clone the repository to a local directory:

```
git clone <repository>
```

2. Make changes to the required file on your new forked repository.

If you want to make simple changes to things like README files, you can easily do this editing from GitHub's website. To do so, locate the file you wish to edit and click on it to view it. Then, locate the top right pen icon to edit the file right in the browser. Make any changes you wish, add a commit message, and click Commit.

If you need to make modifications to files on a local cloned repository then after you're done making changes, don't forget to commit the files:



```
git add .  
git commit -m "a commit message"  
and then push the changes to your remote repository on GitHub:
```

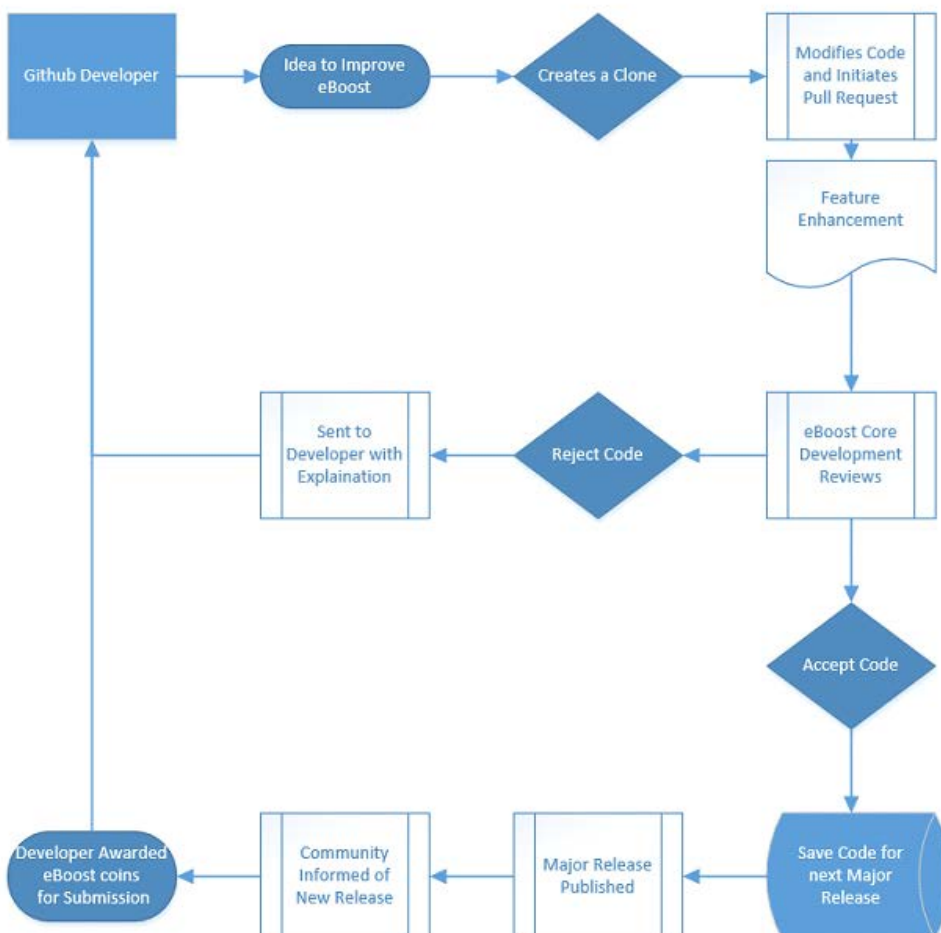
```
git push origin
```

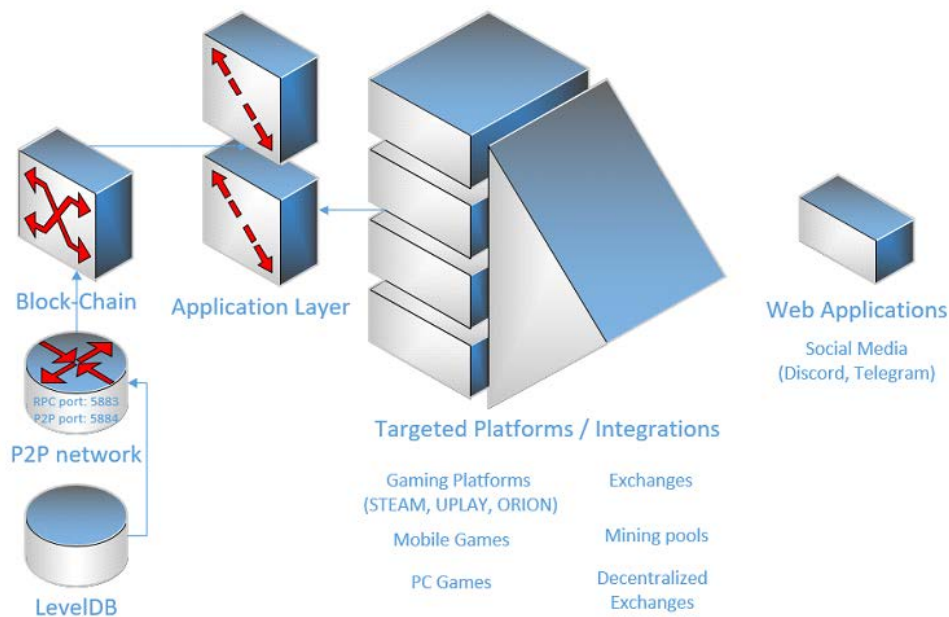
3. Create a pull request to merge and incorporate your changes into the original repository.

Creating a pull request allows upstream repositories (the original project you forked from) to accept your suggestions for improvements and fixes.

To create a new pull request, simply locate the green button on your repository project page called New pull request and you'll be presented with the list of changes you've made on your personal forked repository. On the top of the pull request, the base project is the upstream repository which you forked from. The page will show full list of changes to each file (a diff) which you can review. To proceed, click on the green Create pull request button and confirm the title and description. Then just submit it and you're done!

Your contribution will be sent to the eBoost project team.





Technical architecture has been divided into multiple layers to provide a conceptual overview of the intended design.

P2P distributed storage system is comprised of two layers:

- Data storage is based on LevelDB
- Network layer operating on ports 5883 for interoperability between applications and 5884 for P2P connectivity between nodes. Both ports can be changed in the eboost.conf file of the daemon.

Block-chain Layer is an independent decentralized platform where nodes can participate in the consensus of each block. Any node can be added or removed without adverse effects on the block-chain.

Application Layer is comprised of APIs that support the transfer of coins between wallet addresses to generate UTXOs. UTXO model was used to provide Privacy protection and Network efficiencies. To understand further about UTXO and the role they have in block-chain applications go to <http://earlz.net/view/2017/07/27/1820/what-is-a-utxo-and-how-does-it>

Platforms / Integrations: With flexibility in mind, eBoost is being developed and improved to provide interoperability between different platforms. Imagine sending eBoost coins from Telegram to a game in your PlayStation Console, or sending a friend overseas eBoost with your mobile phone via their username.

Social Media: Integration with Discord, Telegram and/or other Web-based social media platforms will make eBoost easily accessible and the preferred method for transferring value between users for no transaction fee as long as transactions remain in the respective social media platform.

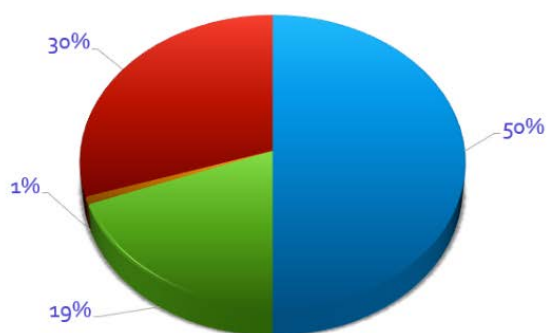
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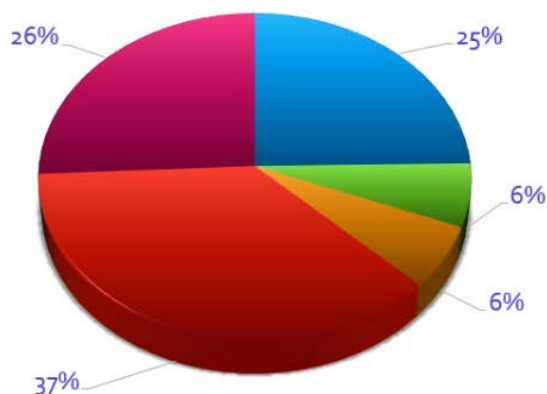
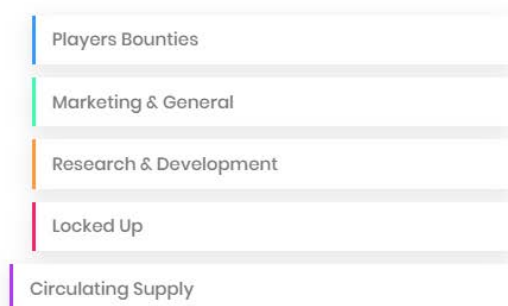


DISTRIBUTION

Proceeds



Coin Distribution





EBOOST WHITE PAPER

EBOOST PARTNERS

Alaris - A new coin based around help devs create in-game UI to be used across multiple games on PC and Console. This platform will be similar to the eBoost mobile platform but with much higher fidelity and with VR support. The partnership with this coin runs a promotion that for every 1 eBoost you have, you will receive 0.5 Alaris.

Xtrfy - Major technology company sponsoring many eSports clubs and tournaments.

BCommerce- Creator of unbreakable coin operates dozens.

Mockit - Mockit eSports is a hugely successful online eSports platform and home to many top 10 eSports teams. Competing in worldwide events such as RLCS, Halo World Championships and The PUBG Pro League.

Bitrex - Bitrex.com is the leading crypto currency exchange from eBoost, BitCoin Ethereum and many more crypto currencies. The site is of the 500 most popular sites in the world. EBST token began trading on Bittrex in september 2017 and trades six figures daily in transactions.

MOGS - MOGS formed in 2004 by a group of veteran MMO gamers to help them elevate their skills to the next level. MOGS exists as an independent company, operating all processes from central offices in Ohio and continuing the philosophy it was built on; by gamers for gamers.

Coinpayments.net - CoinPayments.net is a merchant gateway and payment processor that allows to transfer of EBST tokens, you can also make off chain transactions as well.





EBOOST

ROADMAP

Q3 2016

EBOOST FOUNDERS BUILT A BLUEPRINT AND BUSINESS MODEL FOR THE ESPORTS GAMING PLATFORM

EBOOST FOUNDERS BUILT A BLUEPRINT AND BUSINESS MODEL FOR THE ESPORTS GAMING PLATFORM

Q4 2016

Q1 2017

BCOMMERCE BUILT EBOOST BLOCKCHAIN AND CRYPTO CURRENCY

EBST WALLET IS FINALIZED AND TESTING TOKEN TRANSACTIONS WERE A SUCCESS

Q2 2017

Q3 2017

EBOOST CURRENCY EBST WAS SUCCESSFULLY LISTED OF BITTREX EXCHANGE





Q4 2017

50,000 DOWNLOADS OF EBOOST
WALLETS MILESTONE WERE
ACCOMPLISHED

* EBOOST COMPLETED ITS
INITIAL STAKE OFFERING

Q1 2018

* EBOOST WAS LISTED ON TRADE
SATOSHI.

* EBOOST WAS LISTED ON BOA
EXCHANGE, RIGHTBTC, C-CEX.
65,000 WALLET DOWNLOADS
WERE REACHED.

Q2 2018

* EBOOST SPONSORS ESPORTS
TOURNAMENTS

* NEW SECURITY UPDATES AND
TRANSACTION HANDLING WAS
COMPLETED FOR THE EBST
TOKEN.

* EBOOST WILL COMPLETELY
REVAMP THE WEBSITE AND ADD
A ECOMMERCE STORE.

Q3 2018

* THE COLD WALLET WAS SUC-
CESSFULLY UPDATED FOR EASIER
INTEGRATION AND ADDED

* BOA EXCHANGE HAS AGREED TO
HOST A NEW ALARIS AIRDROP.

Q4 2018

* EBOOST WILL LAUNCH A COMPRE-
HENSIVE PITCHDECK.

* THE COMPANY WILL REVEAL THE
EBST MERCHANT INITIATIVE.

* MOBILE WALLET WILL BE FULLY
DEVELOPED AND READY TO USE.

* BEGIN DEVELOPMENT ON FIRST
EBOOST MOBILE GAMES WITH 3RD
PARTY DEVS.





Q1 2019

- * EBOOST SHALL BE FULLY INTEGRATED INTO MULTIPLE ESPORTS CLUBS' ONLINE STORES.
- * EBOOST SHALL BE IN THE BEGINNING PHASES OF INTEGRATING EBST AS A PAYMENT OPTION FOR MAJOR ONLINE GAMES WEBSITES.
- * THE COIN WILL EXPAND TO MULTIPLE ESPORTS ACADEMIES FOR USAGE AS TUITION FEES AS WELL AS BEING USED IN ONLINE TOURNAMENTS GLOBALLY.
- * BEGIN DEVELOPMENT ON IN-GAME ITEM MARKETPLACE FOR MOBILES GAMES PLATFORM

- * ONLINE COURSES IMPLEMENTED AND PAID FOR VIA EBOOST.
- * EBOOST WILL HIRE A SALES TEAM TO PRESENT PITCHDECK TO MERCHANTS.
- * THE EBST CRYPTOCURRENCY INITIATIVE WILL BE EXPANDED TO FURTHER THE USABILITY OF THE EBST TOKEN.
- * MULTIPLE MOBILE GAMES DEVELOPERS WILL USE THE COIN ON ANDROID AND IOS FOR IN-GAME CURRENCY.
- * EBOOST SIGN IN WITH GOOGLE/FACEBOOK FEATURE ON EBOOST WALLET

Q2 2019

- * EBST TOKENS ARE USED ON MANY DIFFERENT WEBSITES, BEING ADAPTED BY GAMERS AS A SIGNIFICANT PAYMENT OPTION.
- * MEETINGS WILL BEGIN WITH ANTICIPATED GAMES DEVELOPERS TO INCLUDE THE COIN AS AN IN-GAME CURRENCY FOR A LARGE MOBILE GAME.
- * SWEDISH GOVERNMENT WILL BACK EBOOST FOR USAGE AS PRIZE POOLS FOR PROFESSIONAL ONLINE AND OFFLINE ESPORTS TOURNAMENTS IN SWEDEN.

Q3 - 2019

- * THE COIN WILL BEGIN CO-DEVELOPMENT WITH CHOSEN GAME DEVELOPER TO INTEGRATE THE COIN AS AN IN-GAME CURRENCY FOR A MOBILE ESPORTS GAME.
- * THE EBOOST WEBSITE WILL BE THE MAIN PORTAL FOR ALL ESPORTS NEWS, MERCH, TOURNAMENT PRIZES.

Q4 - 2019

EBOOST WILL BE A SUCCESSFUL, WIDELY USED COIN CREATING NEW AVENUES SUCH AS TV SPONSORSHIPS, AND MAJOR TOURNAMENT FUNDING.

Q1 - 2020





Q2 2020



EBOOST WILL BE A TOP COIN
ON THE MARKET, USED IN
MANY MOBILE GAMES

EBOOST WILL BE THE MAIN
PRIZEPOOL CURRENCY FOR A
MAJOR ESPORT MOBILE GAME



Q3 2020

Q4 2020



EBOOST WILL APPROACH MAIN-
STREAM POPULARITY AS A
MOBILE CURRENCY AND
PAYMENT SYSTEM



THE EBOOST TEAM

CEO

He continually provides business analysis and implements marketing strategies that keeps eBoost on a path of growth and prosperity as the eSports industry grows.

NICHOLAS THOMAS



Co-Founder

He is a crypto currency guru, longtime bitcoin miner, founder of Mockit that is taking eSports to a whole new level. Marshall has creating countless successful projects in cryptocurrency. Many of these have helped the entire industry thrive on many levels.

MARSHALL LONG



THE EBOOST TEAM

CTO

Software engineering graduate, cryptocurrency developer, been in crypto since 2012. Has built various mining pools, exchanges, airdrops and online crypto facilities. Is leading all technology surrounding eBoost.

AHMED BODIWALA



COO

Has led many successful projects all over the world in Crypto and eSports. Is the overall director of eBoost, showing and implementing the paths and vision to its audience and traders.

CHRIS BAILLIE



THE EBOOST TEAM

Enterprise Integration

He is Marketing guy with responsibility for marketing programs and moderating. He entered in cryptocurrency world in 2015 which strengthened his passion to learn blockchain fundamentals and for gaining valuable relationships.

NIKHIL MITTAL



Graphics and Marketing

Currently a law student and has been involved in the blockchain space since (2015). He can speak 3 languages and is on the Media and Marketing team at eboost.

YAKUP KILIC



THE EBOOST TEAM

Marketing Analyst

Currently pursuing a study in economics and international relations. He has been a passionate advocate of blockchain since 2016 and is on the Media and Marketing team at eBoost.

PARTH PATEL



Graphics and Marketing

Lead Social Media Director - Has a wide background in eSports and social media management. Is behind the media and articles for eBoost and eSports news.

HAMILTON GILPIN



THE EBOOST ADVISORS

Advisor

With a long list of awards and certifications, Shapiro is a visionary taking eBoost to the mainstream. He has launched 30+ digital services and was the mastermind behind NFL Sunday Ticket.

SETH SHAPIRO



Advisor

He has developed several tokens built on the blockchain. He built the eBoost wallet, tokens on a proprietary blockchain specific for online gamer needs. He now leads a development team of over 11 engineers for eBoost and Alaris.

JIM BLASKO



THE EBOOST ADVISORS

Legal Advisor and International Operations Manager

He has provided legal services for many of the top crypto currencies, new ICOs and business structures. He provides legal counsel and strategy for eBoost to ensure compliance & risk management.

LION IRUKE



Public Relations

A true pioneer in crypto currency investments as well as an angel investor in several bitcoin startups. He provide PR and awareness for eBoost as the world quickly becomes keen on eSports.

MICHAEL TERPIN





EBOOST WHITE PAPER

THANK YOU

Thank you for your continued support of our coin. The new goals and objectives of eBoost are set in motion and forward in a great direction, getting the coin on a platform to solve many industry problems. With new games being generated daily and new players gravitating to the eSports field, the future for eSports and eBoost is very bright. A new generation, hungry for entertainment, has found their fix and are adapting and thriving in the crypto space. eSports, gaming and crypto have a symbiotic relationship and eBoost aims to be the future of this cohesion. From online eSports stores, to eSports tickets, in-game item sales, and eSports schooling fees; The opportunity for eBoost, The Trusted Gamer Coin, is endless, prosperous and revolutionary.





EBOOST WHITE PAPER

ACKNOWLEDGEMENTS

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Earlz.net: What is a UTXO, and how does it work for a blockchain ledger?
(<http://earlz.net/view/2017/07/27/1820/what-is-a-utxo-and-how-does-it>)

Important Links & Support

eBoost Website: <https://eboost.fun>

Twitter: <https://twitter.com/eBoostCoin>

Telegram: <https://t.me/eBoostCoinChat>

Reddit: <https://www.reddit.com/r/eboost>

Facebook: <https://facebook.com/groups/148699212581496>

Discord: <http://discord.gg/QYXDBb8>

GitHub: <https://github.com/eBoostCrypto/eBoost>





DISCLAIMER

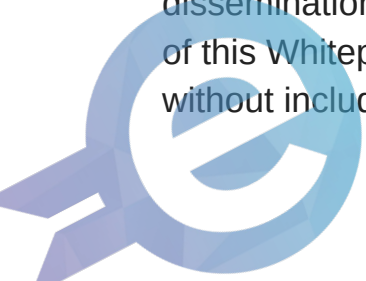
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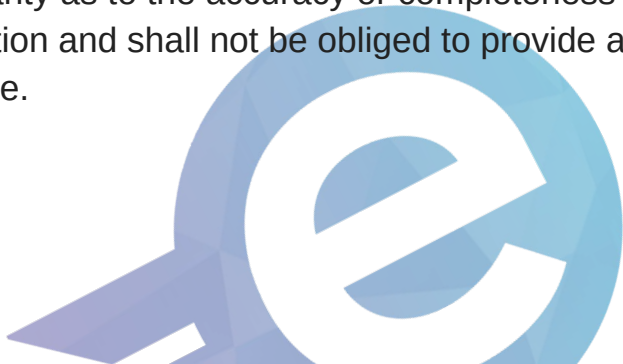




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The logo features a stylized lowercase 'e' in a blue circle with a purple swoosh, followed by the word 'BOOST' in a bold, white, sans-serif font.

eBOOST

A vibrant cyberpunk street scene at night. A person in a black jacket and a mask with three vertical white bars stands in the center of a narrow alleyway. The street is illuminated by neon lights in shades of blue, red, and green. In the background, there are signs for 'New Kuan Bar' and '天天茶 SUPPER'. The overall atmosphere is futuristic and high-tech.

EBOOST.FUN