# WHITEPAPER

# 

**BUSINESS - GAMES - TECHNOLOGY** 

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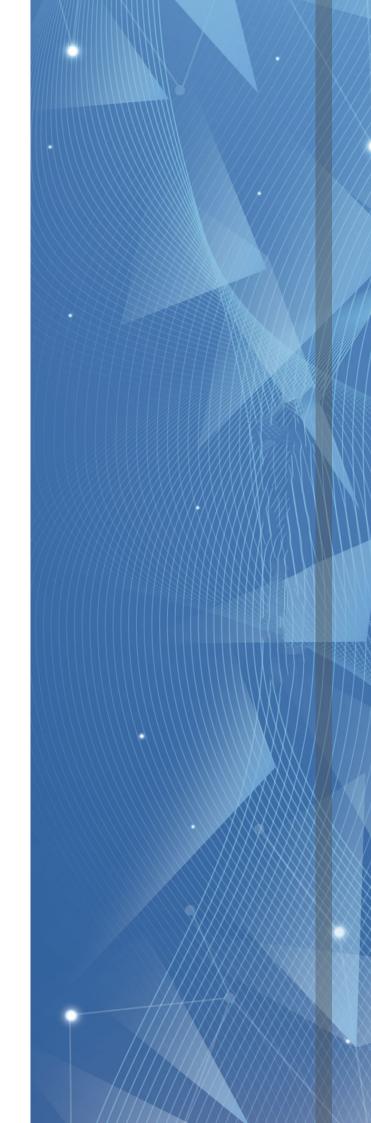
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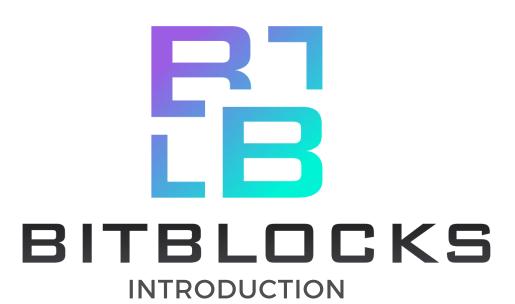
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### **CRYPTO CURRENCY**

A cryptocurrency (or crypto currency) is a digital asset designed to work as a medium of exchange that uses strong cryptography to secure financial transactions, control the creation of additional units, and verify the transfer of assets. Cryptocurrencies are a kind of alternative currency and digital currency (of which virtual currency is a subset). Cryptocurrencies use decentralized control as opposed to centralized digital currency and central banking systems. The decentralized control of each cryptocurrency works through distributed ledger technology, typically a blockchain, that serves as a public financial transaction database.

### **BLOCKCHAIN**

Blockchain, is a growing list of records, called blocks, which are linked using cryptography. Each block contains a cryptographic hash of the previous block, a timestamp, and transaction data (generally represented as a merkle tree root hash).

By design, a blockchain is resistant to modification of the data. It is "an open, distributed ledger that can record transactions between two parties efficiently and in a verifiable and permanent way". For use as a distributed ledger, a blockchain is typically managed by a peer-to-peer network collectively adhering to a protocol for inter-node communication and validating new blocks. Once recorded, the data in any given block cannot be altered retroactively without alteration of all subsequent blocks, which requires consensus of the network majority.

### INTRODUCTION

### **BITBLOCKS**

BITBLOCKS is a business-oriented cryptocurrency directed towards entertainment, especially in video games and other areas that revolve around this current industry, such as championships, events, fairs, conferences, and game development among others. We know that this business is in rapid expansion worldwide and that video games have not ceased to be something exclusively marketed to target age groups. The climbing value of the gamer world has reached such a point of professionalism that there are currently athletes and video game teams, tournament achievements that are transmitted in real time on the internet and even on television.

### MARKET OVERVIEW

This market produces billions of dollars annually and presents an unquestionable expansion trend. According to Forbes Magazine, this industry is forecast to move around \$128 billion in 2018 through sales of games, accessories, consoles, new technologies, fairs and events around the world. In the US alone, gross sales for 2017 were \$36 billion. According to the report prepared by Consulting NPD Group and the Entertainment Software Association this number represents an increase of 18% when compared to the previous years' scores. The BBK has its field of activity in this billion dollar market, contributing in the promotion of the commercialization and development of new technologies, strengthening this area and effectively raising its own value as a digital asset.



### **TECHNICAL SPECIFICATIONS**

### **SPECIFICATIONS**

Algorithm: Quark

**Type:** POS + Masternodes

Default port: 58697

premine: 160m Max supply: 584m Address letter: B Transaction fee: 0

**Transactions per second:** 346 TPS (approximate)

Block size: 2mb

Block Time: 30 seconds

### **TECHNOLOGIES**

### ZERO FEES

The Bitblocks network has been built to reword its network supporters via block rewards (Staking / Masternode reward). By utilizing this Proof of Works Network BitBlocks is able to provide nearly zero transaction fees for each transaction. This means when using BitBlocks more of your actual investment is kept in your pocket instead of it being spent through the sending of coins from one wallet to the next.

### PRIVATE SEND

Bitblocks has a privacy feature which makes it possible to send anonymous transactions. This means a user can choose traceable or anonymous. Bitblocks is a fork of PIVX which is built and improved from Dash code. Dash, also is a fork of bitcoin core with privacy feature implemented. In essence, Bitblocks can be spent public or private. This privacy feature is reached by using joint payments. This is basically by merging transactions together and splitting them up again, thus, making it difficult or near impossible to trace transactions from specific wallet address to another.

### INSTANT TRANSACTIONS

Bitblocks transactions are instant like PIVX and Dash. That is; the person receiving the transaction is able to see from the sender the moment the funds are sent. This makes Bitblocks an excellent means of making transactions. Thanks to its fast speeds this allows numerous transactions to be sent over long distances without the worry of waiting for your funds to be available or even waiting for confirmations to go through as needed with a lot of cryptocurrencies.

### **TECHNICAL SPECIFICATIONS**

### **BLOCK REWARDS**

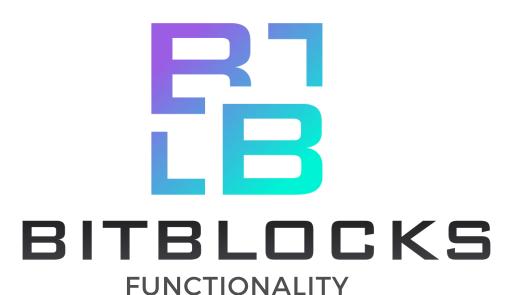
### MASTERNODE REWARD STRUCTURE

- 1 19999 // 10 coins
- 20000 40000 // 20
- 40001 60000 // 40
- 60001 80000 // 60
- 80001 100000 // 80
- 100001 400000 // 100
- 400001 700000 // 90
- 700001 1000000 // 80

85,200,000 coins generated until block 1,000,000 1 year total coins on circulation: 245,200,000

- 1000001 1200000 // 70
- 1200001 1500000 // 60
- 1500001 2000000 // 50
- 2000001 2500000 // 45
- 2500001 3000000 // 40
- 3000001 3500000 // 35
- 3500001 4000000 // 30
- 4000001 4500000 // 25
- 4500001 5000000 // 20
- 5000001 5500000 // 15
- 5500001 6000000 // 10
- 6000001 7000000 // 8
- 7000001 8000000 // 6
- 8000001 9000000 // 4
- 9000001 10000000 // 2
- 10000001 20000000 // 1
- 20000001 50000000 // 0.5
- 50000001 + // 0.1

TOTAL: 297,200,000 coins generated in  $\sim$  50 years total coins on circulation: 457,200,000



### **ADVANCED ADDRESS**

An advanced mark is a grouping of bits, used to recognize whether somebody is who they claim to be. BitBlocks validation is taken care of by awry encryption (1) of all messages amongst clients and administrators.

Each mineworker or administrator has their own match of keys - an open key and a private key. The user's open key is the thing that the whole system knows (i.e. it's freely accessible), and the private key is the thing that only the mineworker/administrator know (i.e. it's totally private). Amid introductory enlistment of the key combine, the client picks a secret key which is private. That private secret key is then used to produce a 160-piece open key, which fills in as their street number and personality in the BitBlocks economy. Information encoded with the client's open key must be unscrambled with a similar client's private key, which only they will know. Along these lines a system peer who starts correspondence with another associate dependably encodes active messages utilizing the beneficiary's open key (i.e. postage information) and will get every approaching message scrambled utilizing their own open key.

### **FUNCTIONALITY**

### **EXCHANGING**

Exchanging the BitBlocks economy depends on possession asserts as opposed to dynamic exchanges. No record of exchanges exists anyplace in the system. The procedure can be depicted in a couple of summed up steps: 1. Current proprietor gives BitBlocks units to the new proprietor. This could be as computerized content (twofold record, email), or physical frame (paper note, document stockpiling gadget). Units are encoded with the new proprietor's open key. 2. Current proprietor puts a claim for new possession to the administrator who handles the specific BitBlocks unit utilized as a part of the exchange, giving the hash of the unit. 3. New proprietor checks the BitBlock, and furthermore puts a claim for new possession to the administrator of the BitBlocks, giving the hash of the provided unit. 4. Administrator confirms the legitimacy of the unit, and the two claims, and stores it in its private database with the address of the new proprietor as the enrolled proprietor of the DICE which gave the hash.5. Administrator sends a reaction message to the two gatherings educating them about the difference in responsibility for unit. This is rehashed for each BitBlocks unit engaged with the exchange. The procedure for one unit can be envisioned in the accompanying graph: It can be seen that an effective exchange of possession can just happen when the accompanying conditions are met:

The current and the new proprietor both have the real BitBlocks unit in its crude frame.

The unit is a substantial BitBlocks unit.

The unit is known to the administrator.

The administrator perceives the present proprietor as the lawful proprietor of the unit.

The current and the new proprietor have both educated the administrator about the up and coming difference in responsibility for BitBlock unit giving and coordinating hash created from the BitBlocks.

It is imperative to take note of that between exchanging parties BitBlock units are traded in their crude frame, while claims put to the administrator are just made utilizing the hash of those units.

### **FUNCTIONALITY**

### **MASTERNODES**

## MASTERNODE COLLATERAL 30.000 BitBlock for the total of 1 MASTERNODE

### What Is A Masternode?

Masternode is simply a cryptocurrency full node or computer wallet that keeps the full copy of the blockchain in real-time. Some of the special functions that these nodes perform are:

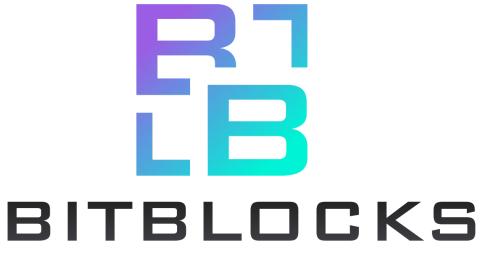
- Increasing privacy of transactions
- Doing instant transactions
- Participating in governance and voting
- Enable budgeting and treasury system in cryptos
- These masternodes are not standalone but they are always communicating with other such nodes to make a decentralized network and are often referred in short form as MN.

### What Does It Take To Run A Masternode?

Just like full nodes in a cryptocurrency, masternodes can be run by anyone. However, there is an entry barrier in place to ensure that the system doesn't get malicious. The entry barrier is what one needs to commit or collateralize certain units of that particular cryptocurrency to run a masternode.

Now that you have understood the concept of masternode, let us see what all things are required to set it up:

- One needs a minimum amount of coins of that particular crypto.
- One needs a VPS or server to host that wallet for 24 x 7
- One needs a dedicated IP address for that
- One needs some storage space to save the blockchain



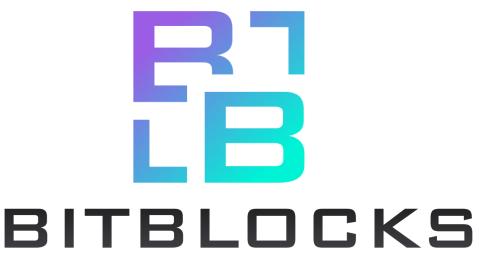
### **TOURNAMENTS**

### **AMATEUR CHAMPIONSHIPS**

- BITBLOCKS is going to organize online amateur championship, making wide scattering of the brand in the virtual condition, granting the winners with BBK.
- BITBLOCKS will elevate face-to-face championships in many different places, with the point of drawing in intrigued gatherings of people in esports, advertising BBK-paid enrollments and offering items with the coin logo, for example, caps, shirts, key chains, stickers, mousepads, and so forth. There will be stands of various organizations connected to the advanced innovation and amusement segment that will offer items, for example, cell phones, diversions and extras when all is said in done, with rebates for members and accepting in BBK. These titles will be called BBK AMATEUR CUPS.

### PROFESSIONAL CHAMPIONSHIPS

- BITBLOCKS is going to participate in existing e-sports championships around the world sponsoring these events, publicizing the currency brand, and suggesting the prize winners of the BBK tournaments.
- BITBLOCKS tournaments will be looking for teams of professional players to sponsor the most important competitions using as a source the BBK currency itself, making its mark on the athletes' uniforms and other products linked to the team.
- BITBLOCKS in the promotion of professional face-to-face championships in different regions with the aim of attracting the interested public in e-sports, commercializing paid registrations in BBK and selling products with the coin logo as hats, t-shirts, key chains, stickers, mousepads, etc. There will be stands of global organizations linked to the digital technology and entertainment sector that will offer products such as smartphones, games and accessories in general with discounts for participants and receiving in BBK. These championships will be called BBK PROFESSIONAL CUPS.



SALE OF SPECIFIC PRODUCTS IN PHYSICAL AND VIRTUAL SHOPS

### DEVELOPMENT OF STORES AND PRODUCTS

BITBLOCKS is going to assemble physical and virtual stores around the world and propose partnerships so that products such as games, consoles, computers, headphones and miscellaneous accessories can be marketed in BBK. For example, a player from one country can buy equipment and games in another country, without necessarily having to use a credit card, for that, using the blockchain technology of the currency to make the purchase. This would greatly increase audience of any store targeted to this segment across the globe and would relieve a consumer interested in necessarily having a credit card to get what they want.

### **PAYMENT STRUCTURE**

One of the great benefits of using blockchain is to provide freedom among people when it comes to payments without the existence of centralized structures like banks or credit card operators. We can send resources to anywhere on the planet in a few seconds without having to use the banking sector and pay increasingly abusive fees for this service. Once a physical or virtual store accepts the payment in BBK, it will automatically profit as it would not have to pay a single penny to the credit card companies. As we all know, in all sales the trader pays a percentage to them. In short, more profit and independence for those who sell.

"WE DON'T WANT TO REVOLVE IN TECHNOLOGY, WE WANT A REVOLUTION IN THE LIFE OF PEOPLE."

# BITBLOCKS

### **DEVELOPMENT OF GAMES**

BITBLOCKS will be developing interactive video games when partnered with other game systems, where rewards (point) acquired during the games can be exchanged for BBK, therefore, the gamer can use them in real life. The same way BBK will be able to be used to purchase items in the game itself. For example, during a warfare game the gamer will be able to upgrade their weapons (which are the in game-purchases), buying with BBK is simple and practical.

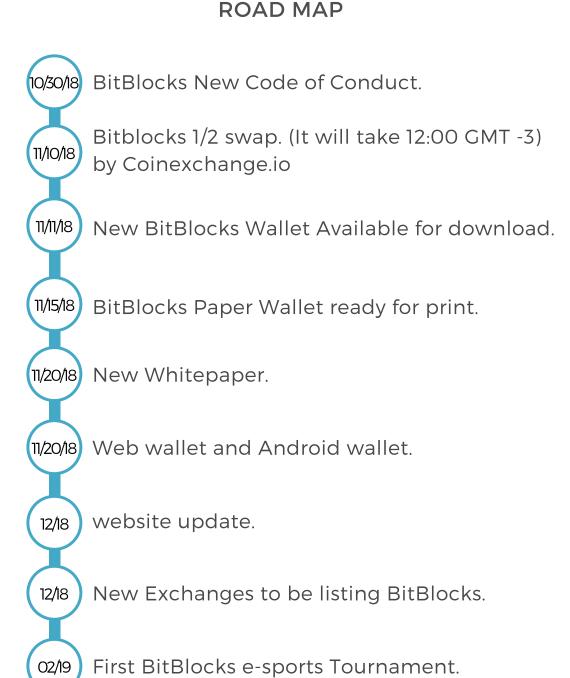




### **SUMMARY**

Bitblocks (BBK) is cryptocurrency oriented to business related to entertainment technology, primarily digital and e-sports games. Organizing amateur and professional tournaments with prizes from competitors are two of BBK's objectives. In addition to these, BBK's proposal is also to be used to market equipment aimed at this segment worldwide and develop interactive games with the use of BBK as a means of empowering the characters. With this, the tripod sets up business-games-technology, which are the pillars of its use. Its maximum supply is 584 million and it counts on technology Pos, Masternodes, zero Transaction fee, 346 transactions per second and, in the future, will have system of governance.

# BITBLOCKS





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