Crypto Sports

Whitepaper

1.0

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Crypto Sports

Blockchain, Esports, and Crypto Sports

- **Blockchain** is the technology which drives global cryptocurrencies and with adoption rates increasing year over year, within all demographics and countries, more and more products and services will utilize the underlying Blockchain fundamentals.

- **Esports** is a rapidly growing industry within the gaming community that continues to push the latest technology along with high levels of competition worldwide.

- **Crypto Sports Network** is a comprehensive and intuitive platform being developed to act as a bridge between esports and cryptocurrency technologies.

- **CSPN** is the official cryptocurrency for the **Crypto Sports Network** platform to provide Gamers, Viewers, Content Creators, and Developers a global unified economy.

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Blockchain Technology
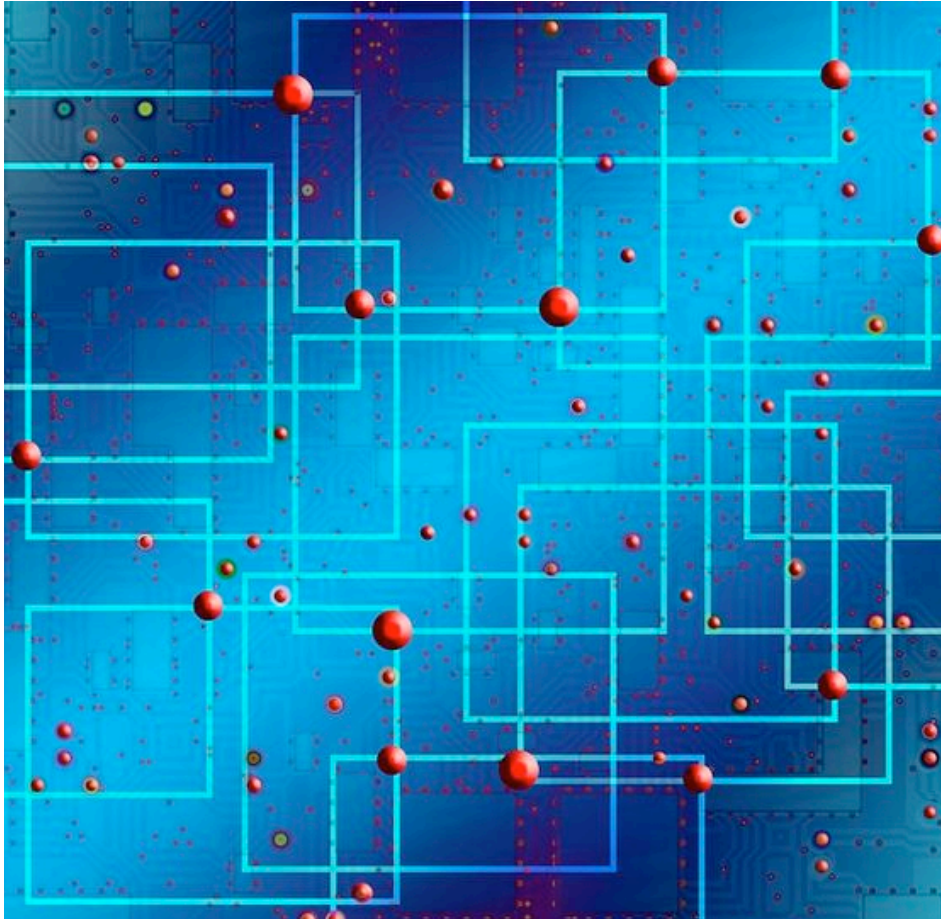
1 Blockchains are a form of distributed records, like a database. Each record is stored in a "block" and each block contains a certain amount of record data in bytes.

2 Records are transactions which represent the sending of information from one party to another using "Addresses". Addresses are like an email box.
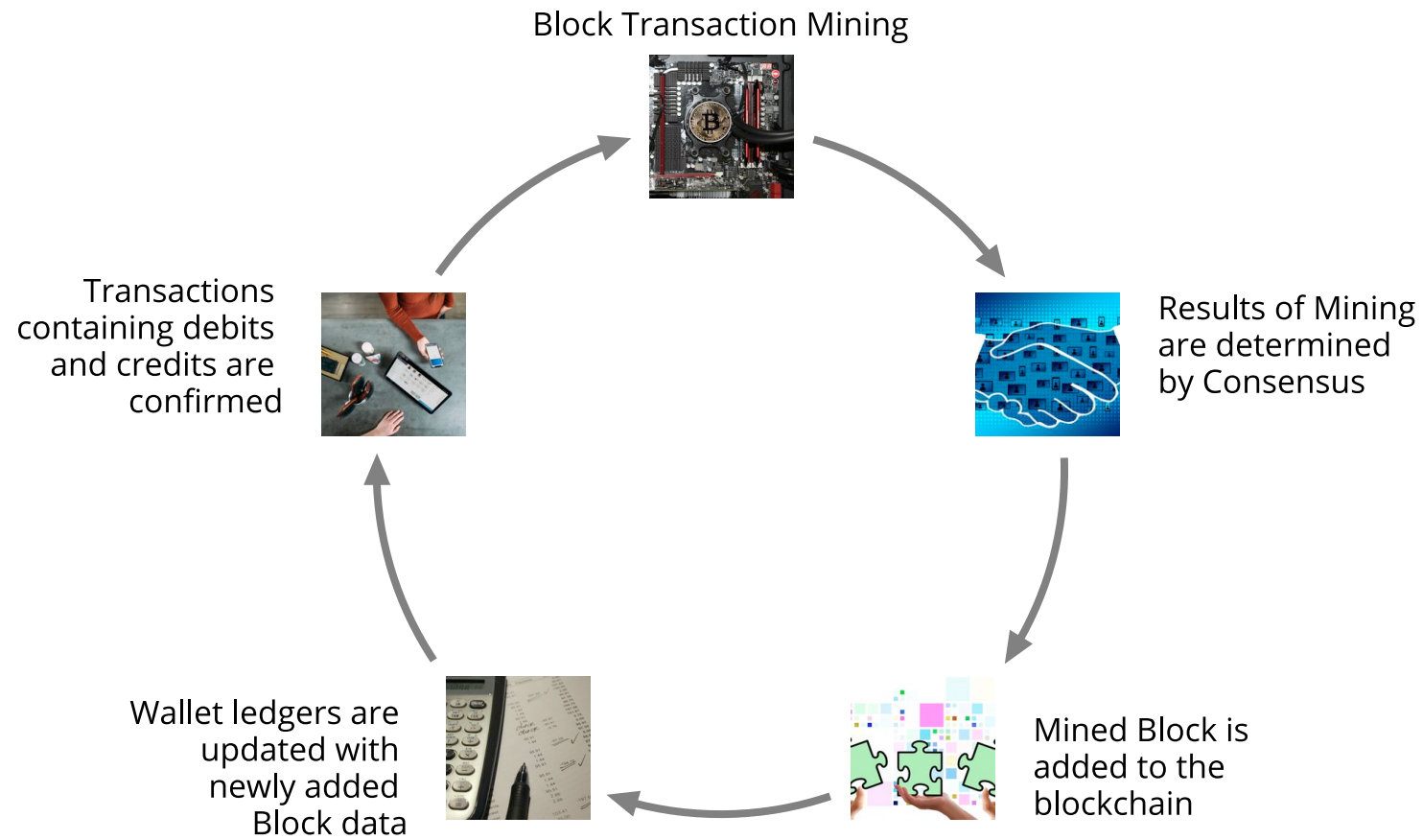
3 Addresses are stored in "Wallets" that can be encrypted. Wallets are like personal ledgers that have the history of all transactions made to and from the addresses contained in the wallet.

4 Cryptocurrency is mapped to an Address and stored in the Wallet that contains that address. Sending crypto from one address to another is the same as mailing an item from one physical mailbox to another mailbox.

Blockchain Data Life Cycle

Block Transaction Mining

Results of Mining are determined by Consensus

Transactions containing debits and credits are confirmed

Mined Block is added to the blockchain

Wallet ledgers are updated with newly added Block data

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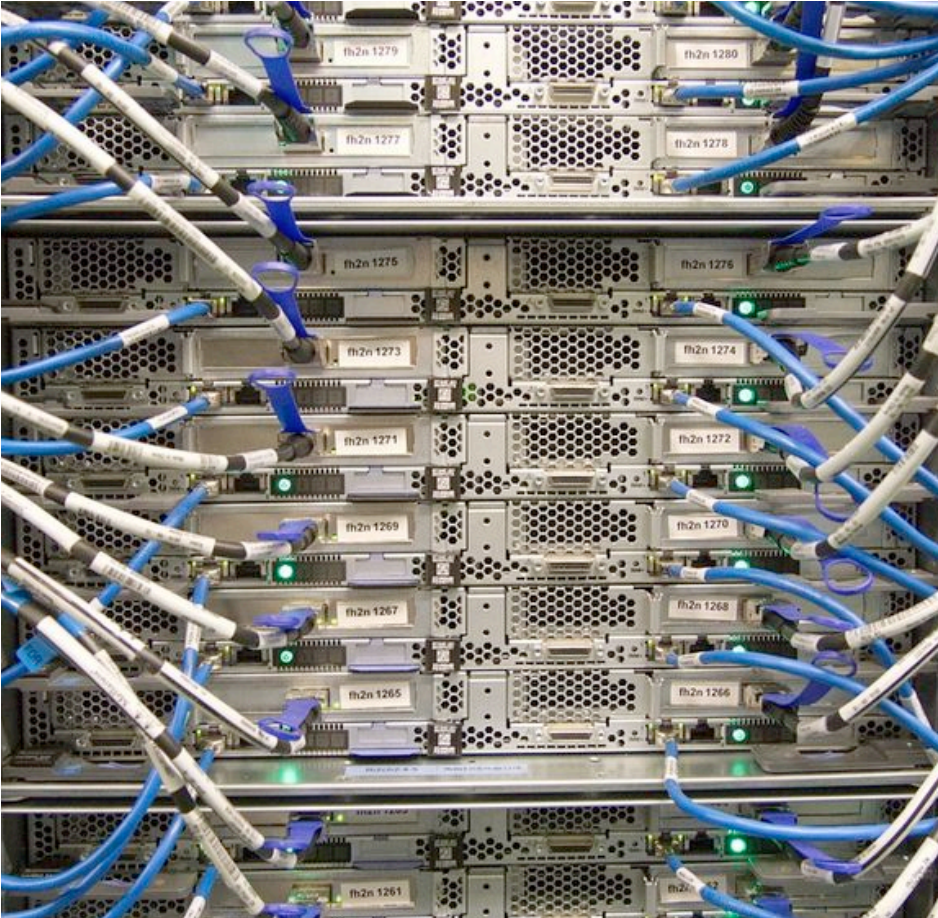
Block Mining


- Block Mining is a nice way of describing the process of verifying transactions through calculations. Each Block that is mined has a target Hash which is like a Password that unlocks that Block. Once the Block is unlocked, it is verified and added to the Blockchain.

- Finding the Password that unlocks the Block is what mining is really about. Billions of Hashes (Passwords) are generated and checked against the current Block's Password. The difficulty of the Block Password is updated in different ways depending on the Blockchains algorithm. For example: Bitcoin Block difficulty is adjusted every 2096 blocks or just about once every two weeks.

Blockchain Consensus

- Consensus happens on newly mined blocks to determine if the block should be added to the blockchain or not. Nodes which make up the Blockchain network vote on the validity of the mined block and if more than 51% vote YES to add the block then it is added to the blockchain.

- Without consensus occurring, false blocks containing false records could be added to the blockchain, thereby corrupting the data and rewriting "history". This can lead to issues like Double Spending and Deleting transactions. The more Nodes participating in consensus, the more secure the network is since each block would require more votes to win the opportunity to add the Block to the blockchain.

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Blocks and Transactions
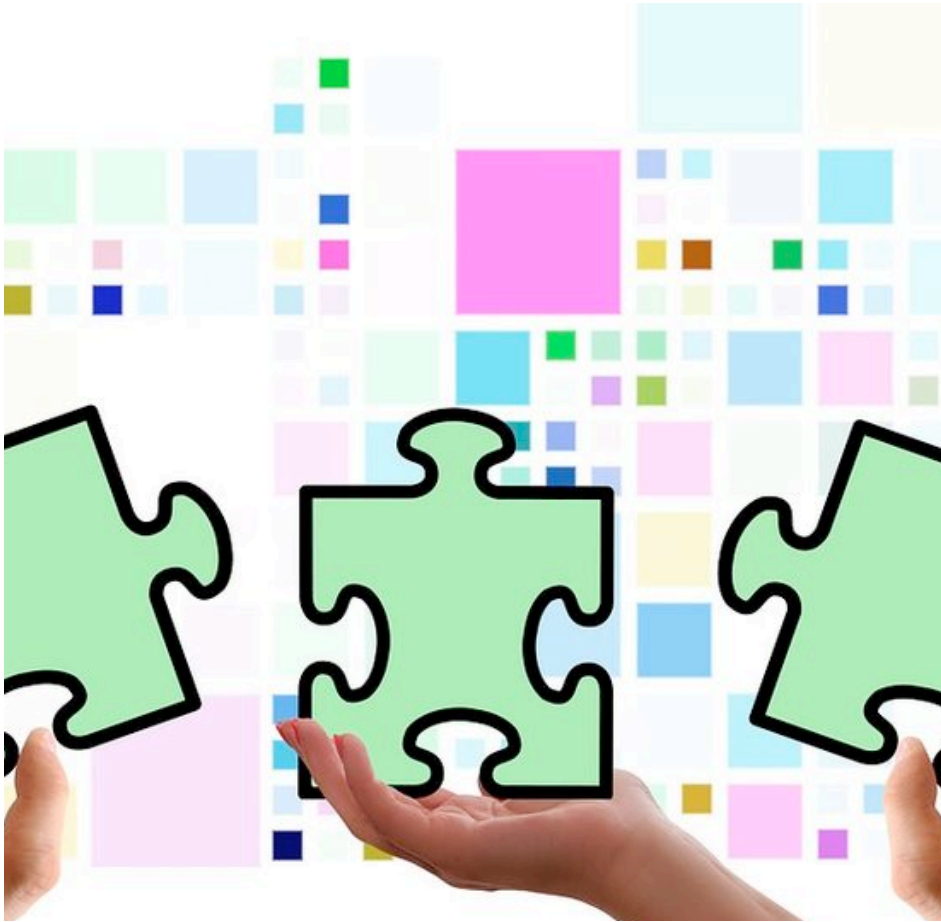
- Once a newly mined block is added to the blockchain, all transactions that are in that block become public record and begin what is called "confirmation". Confirmation is a counter of how many blocks have been added since the transaction was first seen in a block.

- As more blocks are added, the original transaction increases it Confirmation count which improves the confidence that the transaction will not be reversed or modified on the blockchain. The amount of confirmations needed before a transaction is considered to be validated is up to the recipient of the transaction.

- As a typical rule of thumb, validated confirmations are in direct proportion to the amount of the transaction being confirmed. For simple coin sending and receiving, in general 6 confirmations are considered to be a validated transaction. In the case of large monetary value transactions, confirmations of 21 blocks or higher can be required to make sure the transaction has a very limited chance of being reversed through an attack.

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Wallets are like Ledgers

- What is referred to in Crypto as a "wallet" is really a piece of software that acts like a personal and global ledger. All transactions are contained in blocks and when those blocks are added to the blockchain, those transactions are added as well. The wallet parses those transactions and keeps track of any "addresses" specified in the wallet.

- As the wallet parses the transactions, the addresses in that wallet are updated for credits and debits according to the data in the blocks being processed. In this way, your wallet is your account and all addresses in your wallet represent sub accounts that carry their own transaction logs. Since block data contains the records of all transactions, you can always recreate your account as long as you have your main account file or address private keys.

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Confirming Transactions

- Sending and Receiving the actual currency happens through transactions and those transactions are contained in blocks that are mined and added to the blockchain. As new blocks are added to the blockchain, previously added blocks become increasingly verified, eventually becoming immutable history.

- If you think of blocks as bricks in a building, if you just lay down a new brick you can easily pick that brick back up and put a different brick down instead. However, the more bricks you put on top of that brick you just put down, the harder it is to swap out that brick for a different one. Now if you had messages in those bricks, the bricks at the bottom of the house would be considered historical record and those messages can be taken as genuine.

- This is exactly how transactions work: the more blocks that come after the block your transaction was contained in, the more secure and verified that transaction is. The common rule of thumb is to wait for "6 Confirmations" (i.e. 6 total verified blocks) to consider the transaction irreversible and confirmed.

Using Cryptocurrency

Strengths

Globally send and receive from anyone in the world using a proven distributed database and ledger technology. This can enable transactions to happen across countries within minutes and for a fraction of the fees.

Weaknesses

Blockchain software and technology is new and confusing still; wallets, mining, addresses, and private keys are all critical learning points. Due to the nature of how transactions are confirmed, there are no ways to easily reverse a transaction that has been confirmed.
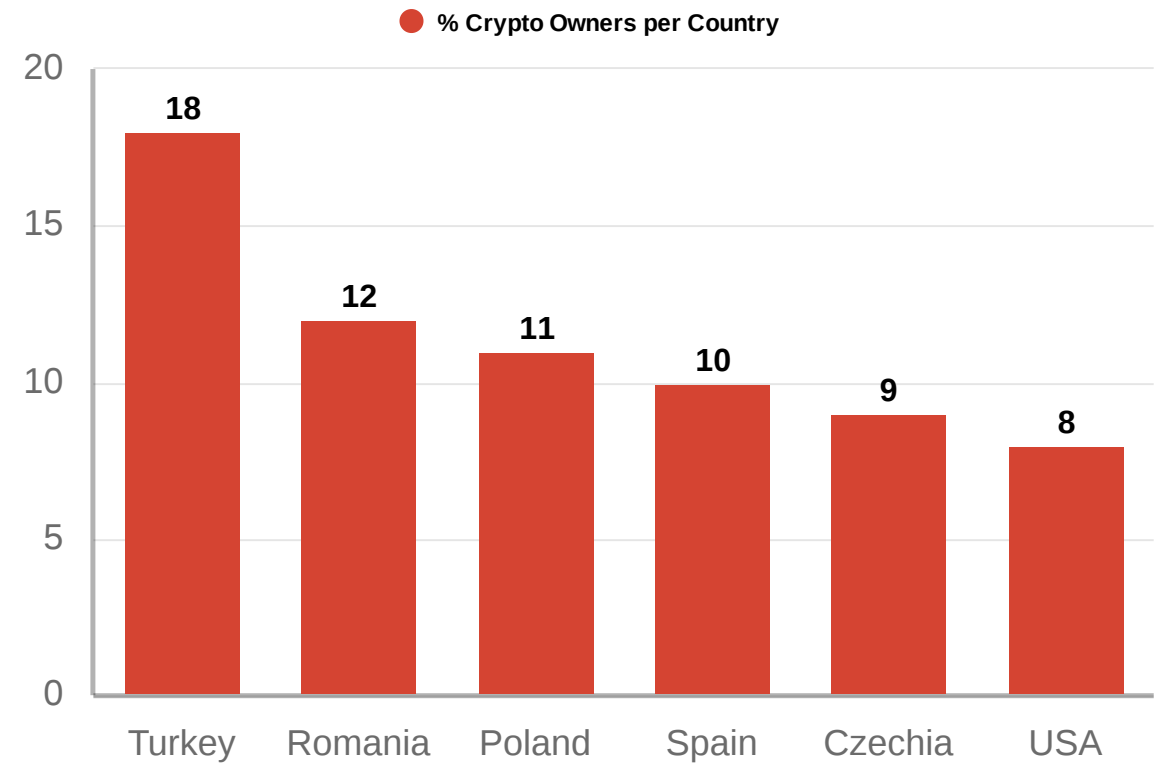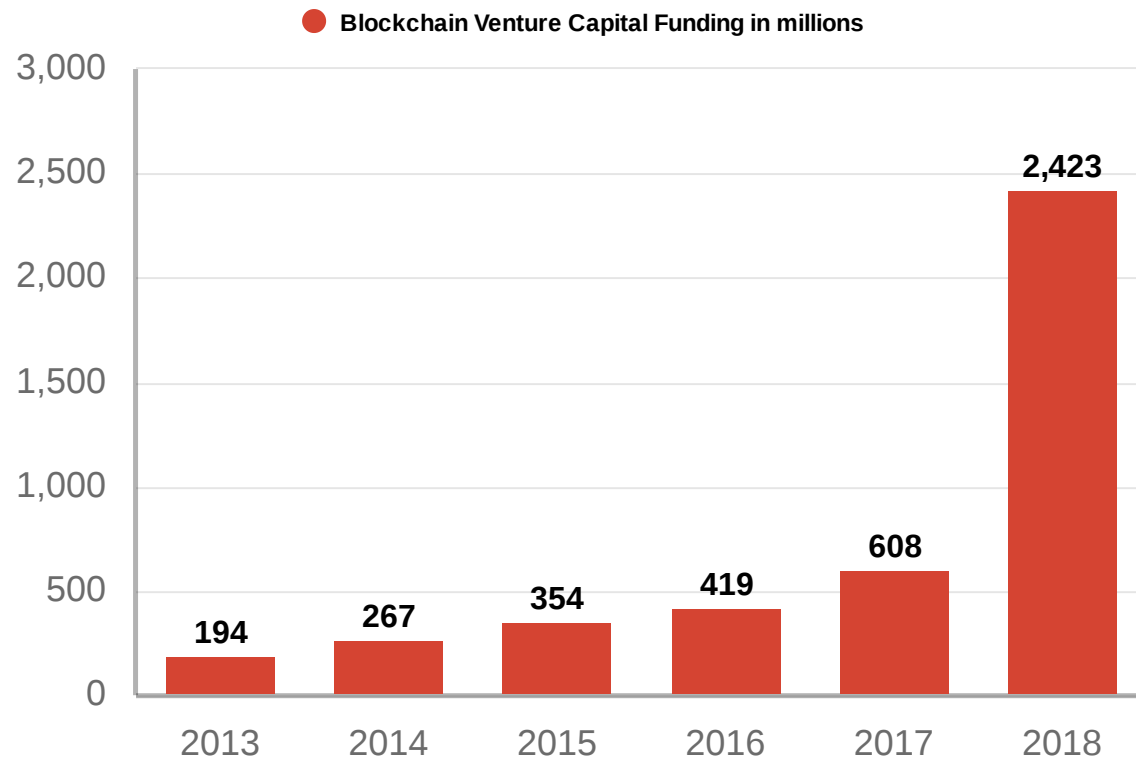
Opportunities

As worldwide adoption continues, newer software will emerge to make usability easier and remove pain points from businesses wishing to transact in cryptocurrency. By adopting early, there is an opportunity to create markets with no competition and to set standards for different ways in which cryptocurrency can be accepted and used.

Threats

Adoption is the largest threat to cryptocurrency, if it remains too high level and unusable then there will not be enough users and businesses wishing to invest in the technology. Any technology that does not have users will not last long and become outdated and replaced by something else instead.

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Blockchain adoption

● Blockchain Venture Capital Funding in millions

Year	Value
2013	194
2014	267
2015	354
2016	419
2017	608
2018	2,423

● % Crypto Owners per Country

Country	Value
Turkey	18
Romania	12
Poland	11
Spain	10
Czechia	9
USA	8

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Blockchain Outlook

- Blockchain will continue the march towards worldwide adoption because the underlying technology is revolutionary. There are already an exponential increase in blockchain based projects on github happening every year and this is from mostly early adopters and enthusiasts. Governments are already starting to accept cryptocurrency for taxes and even in country to country trade deals, once businesses start to publicly fund software development the age of blockchain will have happened.

- The entertainment industry is a fast moving and changing sector that is adopting cryptocurrency at lightning speeds in order to stay ahead of the curve. Those in the business industry should be encouraged to learn and integrate blockchain and cryptocurrency into their product offerings as quickly as possible to not miss out on emerging markets.

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What is Esports?

- Electronic Sports is the evolution of traditional athletic competition between individuals or teams. Esports grows in proportion to technology and as more platforms and games emerge to offer structured frameworks for competitive play, then so too will global adoption increase as well.

- The competitive nature of humans along with the equalizing platform of esports has allowed any and all people to compete, enjoy and engage in what was once a majority spectator event. Esports genres include all forms from strategy games to twitch based first person shooters, individual or team based, slow and faster paced games which enables the greatest amount of viewer to player conversion rates.

Emergence of Esports as a Market

Atari's Space Invaders Championship in 1980 was the first mainstream esport competition drawing in over 10,000 participants worldwide.

In 1997, the Red Annihilation Quake tournament was won by Dennis Fong and received the CEO of ID Software's Ferrari 328 inspiring a new generation of gamers looking for big prizes.

Starcraft launched to critical success in 1997 but it was not until 2002 that organized teams were backed by sponsors like Samsung which started the era of monetizing esports.

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Emergence of Esports as a Market

Fifa and EA hosted the first ever Fifa Interactive World Cup in 2004 and every year since. This marked the first official esport to be sanctioned and run by the same sport counterpart.
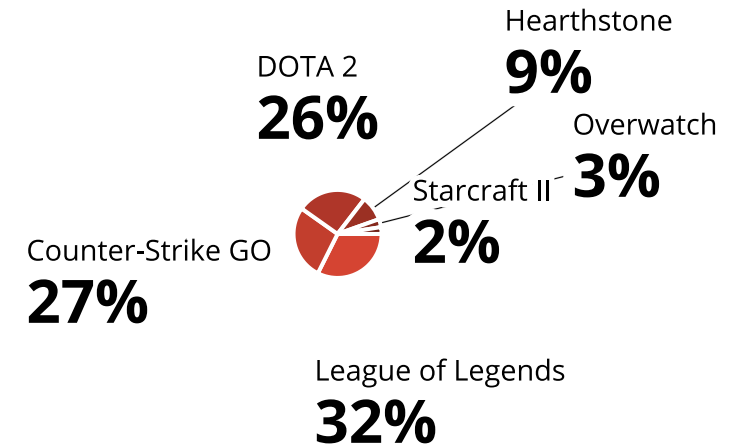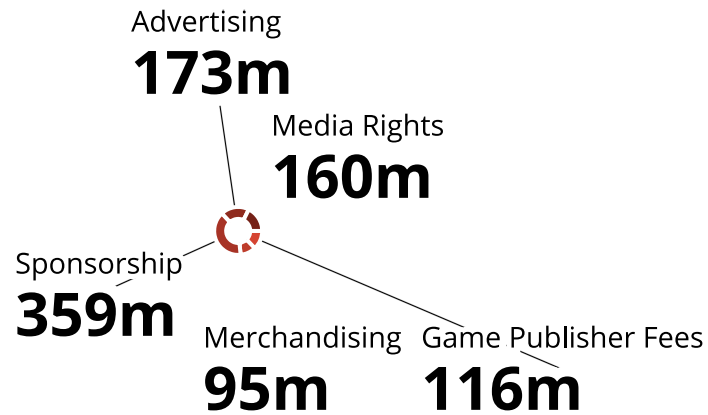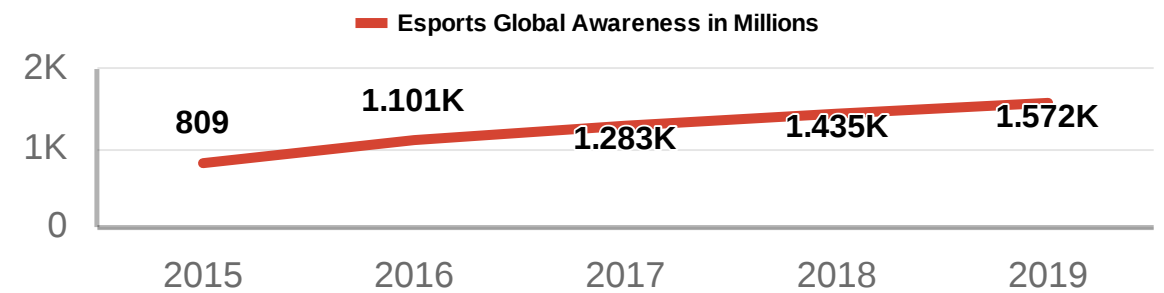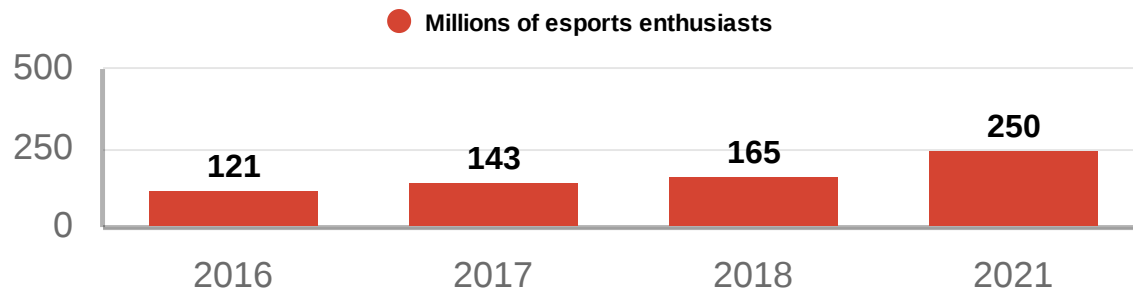

2011 saw the birth of the League of Legends Summoners Cup held during DreamHack which marked the beginning of the hardcore MOBA era.

PUBG and Fortnite paved the way for the next major esport era: Battle Royale, which is a larger version of a MOBA usually consisting of 100 players fighting in a closed no-holds barred arena.

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Esports Market Statistics

Millions of esports enthusiasts

- 2016: 121
- 2017: 143
- 2018: 165
- 2021: 250

Esports Global Awareness in Millions

- 2015: 809
- 2016: 1.101K
- 2017: 1.283K
- 2018: 1.435K
- 2019: 1.572K

Revenue Breakdown

- Advertising: 173m
- Media Rights: 160m
- Sponsorship: 359m
- Merchandising: 95m
- Game Publisher Fees: 116m

Game Popularity

- DOTA 2: 26%
- Hearthstone: 9%
- Overwatch: 3%
- Starcraft II: 2%
- Counter-Strike GO: 27%
- League of Legends: 32%

Governments and Esports

2022 Asian Games in China

Esports will be an official medal sport at the 2022 Asian Games in China, bringing yet another step towards worldwide legitimacy and recognition.

USA: P-1 Athlete Visa

The United States has officially recognized competitors in esports as professional athletes, opening the door to gaining a P-1 Visa.

France to regulate Esports

Esports in France have been regarded as "Lottery Schemes" and restricted, but now that changes as esports is officially recognized.

Korean Esports Association

KeSPA has been active since 2000, improving the legitimacy of esports and helping to manage competitive tournaments.
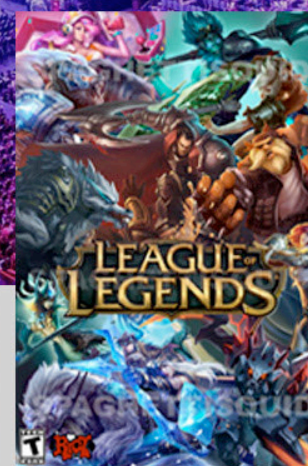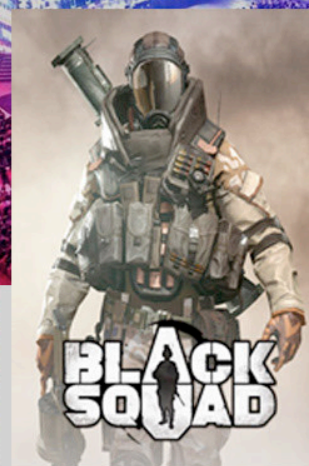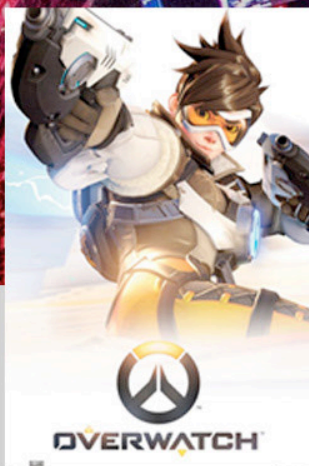
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Esports Conclusions

- Global inclusion and acceptance of Electronic Sports is increasing at an exponential pace and will continue to grow as technology improves the platforms and mediums esports can be played on.

- Monetization of esports has been refined and accepted over the years, now bringing in yearly revenues of almost One Billion dollars and increasing. As increased adoption continues more companies will be looking to market their brands to the increased viewers.

- Products and services that make integration between viewers and gamers easier will see the most usage as the fight for viewership and sponsorship starts to begin from increased global participation.

- As sponsorship increases there will be a consolidation of large power teams which will leave a gap for newly emerging teams and even genres. These gaps can be unified and acted upon by providing a common platform between all esports and gamers.

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The Crypto Sports Roadmap

December 2018

Get **CSPN** Ready

Prepare the redemption platform for automated swapping of HTRC, VYI & GOSS to **CSPN**

Publish the **Crypto Sports** landing page

Q2 2019

Release White Paper

Start Beta testing **CSPN Platform** base functions like Gamer profiles, Clan creation and Developer Registrations

Q4 2019

Implement masternode services into the Platform

Integrate esports betting systems to select partners

Create main **Crypto Sports** promotional and marketing campaign for 2020

Q1 2019

Release **CSPN** wallet

Start and Complete public redemption

List **CSPN** on first exchanges

Publish **Crypto Sports** website

Create Promos and start Advertising

Begin **CSPN Platform** development

Q3 2019

Promote first **CSPN** tournament

Integrate partners into the Platform

Launch Contest system functionality

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Meet the Crypto Sports Team

Mason A.

CEO

Ricardo M.

Co-CEO
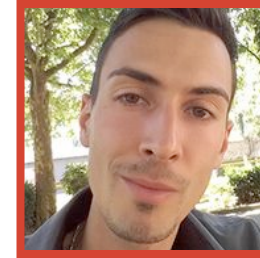
Patrick H.

COO & CTO

Martijn J.

Lead Frontend Engineer

Johann S.

Designer & Video Producer
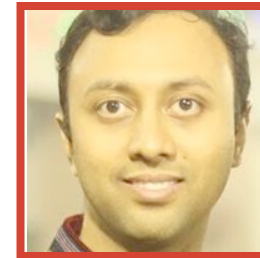
Sejal P.

Software Engineer

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Meet the Crypto Sports Team

Alexandros C.

Technical Support & Market research

Jay M.

Market research

Don R.

Community Manager

Predu A.

Lead Designer & Frontend Engineer

Jared B.

Wallet Developer

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The Crypto Sports Network

- **Crypto Sports** builds a bridge between esports and the crypto world, offering gamers and developers innovative ways to connect and provide opportunities for every gamer, whether casual or professional, to make money by doing what they love, thanks to the **Crypto Sports Network** and the cryptocurrency, **CSPN**.

- As technology evolves, so too does the way we all interact with it and one of the biggest leaps in entertainment was the invention of video games. Many of us who grew up during the beginning of the home console era found a new way to spend our time and create moments of accomplishment that stays with us through the years.

- Saving the princess from Bowser, Finding out why your father had a duel with a mysterious ninja, Heating Up! while making the wildest of dunks, Getting angry stares as you toss a green shell at your friend who is in first place, Pulling off a classic zerg rush for a quick win, Running 5 man PUGs as a healer and of course getting your first Pentakill! All these experiences are both personal and can also be shared with those you play with, even if they are strangers. We are becoming globally united in our experiences in ways that were not possible before.

Professional Esports

- Being a professional esports competitor is a lifestyle that requires changes. The biggest change is usually living in a "gaming house" where you live and train with your team.

- Training consists of a daily routine that involves coaches meticulously going over every step of a match to shine light on mistakes or to point out great plays. This is done in a group setting in which everyone on the team is evaluated.

- Gaming houses implement strict schedules. Training times and bedtimes are heavily enforced both before and during the actual tournament season. Compliance is mandatory.

- Everything changes when the official esports tournament starts and the team gets on stage. At that point, they are no longer just gamers; they are performers who are showing off their talent to the world.

- Payoffs can be huge for a professional gamer. Legendary players like Ninja or Doublelift are considered superstars in the world of eSports. They command large payouts, salaries, merchandising, and sponsorship deals.

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CSPN and Esports

- The goal of the **Crypto Sports Network Platform** is to open up the world of esports to every gamer that has an internet connection and a winning spirit.

- Tournaments are the main avenue that esports gamers can use to get their name out into the world. Just like in boxing where a contender starts off in the local circuits and gradually works their way up to the professional leagues.

- The **CSPN Platform** will increase those opportunities by allowing any Registered Game Company to sponsor a tournament online. Anyone can sign up and play wherever they reside. The platform will manage ladders consisting of winners and losers. Prizes are automatically and instantly awarded using the blockchain.

- Expanding the world of esports will not only allow a greater competitive pool of gamers, but it could also increase the ability of everyone involved. Local and national tournaments, streaming and winning on the **Crypto Sports Network**, etc. will all combine and contribute to opening the doors to reach the professional stage.

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The Crypto Sports Network: Goals

Unified Gamer Platform

The CSPN Platform will unite all gamers across all times with revolutionary features like Also Known As: Where you can put prior game aliases so gamers you played with in the past can find and reconnect again.

Self Sustaining Ecosystem

With PoS and Masternodes, Gamers can receive a passive income of CSPN which can then be used on the platform to Tip and Subscribe to other gamers or use to bet in matches and clan battles.

Game Developer Integration

CSPN will make it simple for Game Developers to host tournaments, competitions, milestones and incentive rewards for their games right through the platform. As the progress is tracked on the platform, incentives are paid out to the gamers.

Something for Everyone

CSPN will have something for everyone: every game, every genre, every gamer; from the newest to the oldest. Expect to see tournaments for not only PUBG, LoL, SC2 but also classics like Unreal Tournament, Jedi Knight 2 - Jedi Outcast, and Quake 3 Arena.

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The Crypto Sports Network: Gamers United

- Gamers are diverse, with millions of different games and hundreds of genres that challenge and unite friends, family, and strangers throughout the world. The **Crypto Sports Network** will provide a gathering place for gamers and game developers to come together and do what they love: Playing Games together. Features will be based on the core tenant of Unity.

- Create a full Gamer Profile that has as much information as you want it to have! Add in Twitch links, Twitter, and other social media. Provide old gamer aliases so friends and old teammates can reconnect with you or be completely anonymous as privacy is very important and sometimes part of the gamer persona.

- Create clans and guilds with a shared online web wallet for storing hard earned **CSPN** from tournaments and masternodes. Sign your clans up for globally sponsored tournaments that take place weekly or monthly and pay out in **CSPN** coins so you can earn on your terms when you have time.

- Content Creators will have their own sections, spotlights, Viewer **CSPN** subscriptions and full tipping abilities. We want content creators to not just have voices but be an outlet for news and entertainment without limits which is why there will be Twitch overlays to allows streamers the ability to earn **CSPN** without disrupting their normal audience or having to choose one platform over another.

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Self Sustaining Economics

- Built on a solid finite cryptocurrency supply, **CSPN** is an appreciating utility coin that gains value not from inflation but instead uses a built-in burn feature on every tip, subscription and bet made on the platform. These coins are not stored or sent anywhere but are burnt completely out of the supply, keeping inflation in check.

- Through the use of staking and masternodes, the ability to be able to passively generate more **CSPN** to use on the platform and support their favorite developers, gamers and streamers, will be available to anyone and everyone regardless of economic status.

- A Karma system will be in place for tippers that will track the tips sent to streamers, bloggers and content providers on the platform and noted as a special badge per Karma level on their profile to encourage and reward positive behavior and community involvement.

- Game Developers and Publishers can advertise their games on the platform but only **CSPN** will be accepted; tournaments can be organized by registered Game Companies with **CSPN** prize pools and all transactions are still subject to the auto-burning anti-inflation system. The proprietary Game Match Marketplace will allow all gamers to create and find their own matches that they can wager on.

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Supporting Game Developers

- **Crypto Sports** is looking to widen the audience of esports and this means supporting indie game developers to get their competitive games seen and played by as many gamers as possible.

- The **CSPN Platform** will allow game developers to register officially and get their own personal spaces to show off their games, create and hold tournaments, create prize pools, and even apply for funding using the community crowd funding functionality that it provides.

- **CSPN** developers will be there every step of the way for indie game developers, from helping them with verification to figuring out what level of platform advertising they want to use. There is even an incentive program for game developers to offer their game keys to receive **CSPN** from a shared node and the game keys will be offered as a reward for long term **CSPN** holders or part of the official **CSPN** tournament sponsored prize pools.

Every game for Every gamer

- **CSPN** is about unity and bringing gamers together. As such, all games will be allowed on the Platform; not just the newest games but classic games that hold fond memories for all of us. Who could forget playing Big Game Hunters in Starcraft or running a one life Contra challenge? With the Gamer Match Marketplace, you can put your money where your mouth is and take up a wager for any game and any conditions.

- Gamer Matching will be a marketplace where any gamer can put up a challenge that another gamer can accept. Wagers placed on the match go through the **CSPN Platform** which will include Fund escrow and Match arbitration. This will herald in a new way for gamers to perfect their craft and get rewarded for doing so.

- Adding Replays and Screenshots of your victory or losses can be attached to your personal gamer page and anyone else can tip you for it. Maybe you were a graceful loser and the winner sees you put the match on replay and wants to tip you for being a good sport. This is the kind of friendly competition that **CSPN** strives to create.

- The **Crypto Sports Team** will also hold official tournaments with all kinds of different games, from classic esports choices like Quake to newer League of Legends ladder style matches. There will be something for everyone! Other genres will be recognized as well, from RTS to Simulation games. Gamers know no limits and we are all players at heart.

The Crypto Sports Currency: CSPN

- **CSPN** stands for **Crypto Sports Network** and is also the core of the eponymous platform.

- **CSPN** is designed from the ground up as a Proof of Stake and Proof of Service coin with a finite max supply of 13.37 million coins.

- No presale was conducted as **CSPN** is a community based coin and instead a swap was created for 3 cryptocurrency coins that were in serious trouble: HTRC, VYI and GOSS (optional).

- **CSPN** is a low supply and low inflation coin, with planned coin burns through the Platform to help retain the value of each **CSPN** coin in circulation along with reward programs for long term masternode holders.

- The **Crypto Sports Team** firmly believes in transparency and open communication with its community. They regularly publish news on their official **crypto-sports.io** website in addition to keeping a strong online Discord presence with community moderators and speakers.

CSPN Specifications

- Name: **Crypto Sports**

- Ticker: **CSPN**

- Algo: **Quark**

- Type: **MN** / **PoS**

- Reward split: **80%** / **20%**

- Block reward: **3 CSPN (annually decreasing by 6.7%)**

- Block time: **60s**

- MN collateral: **1337 CSPN (l33t)**

- Max supply: **13.37M CSPN**

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CSPN Profit Matrix

Blocks (from - to)	Block reward	MN reward	PoS reward
5000 - 525599 (current block range)	3	2.4	0.6
525600 - 1051199	2.80	2.240	0.560
1051200 - 1576799	2.61	2.088	0.522
1576800 - 2102399	2.44	1.952	0.488
2102400 - 2627999	2.27	1.816	0.454
2628000 - 3153599	2.12	1.696	0.424
3153600 - 3679199	1.98	1.584	0.396
3679200 - 4204799	1.85	1.480	0.370
4204800 - 4730399	1.72	1.376	0.344
4730400 - 5255999	1.61	1.288	0.322
5256000 - end	1.5	1.2	0.3

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Swap Details: HTRC, VYI, GOSS

CSPN offered and performed a swap for the following coins:

- HTRC = 127,030,100 coins

- VYI = 23,930,770 coins

- GOSS = 13,746,234 coins

All swapped coins were burned.

HTRC 127.03m

VYI 23.93m

GOSS 13.75m
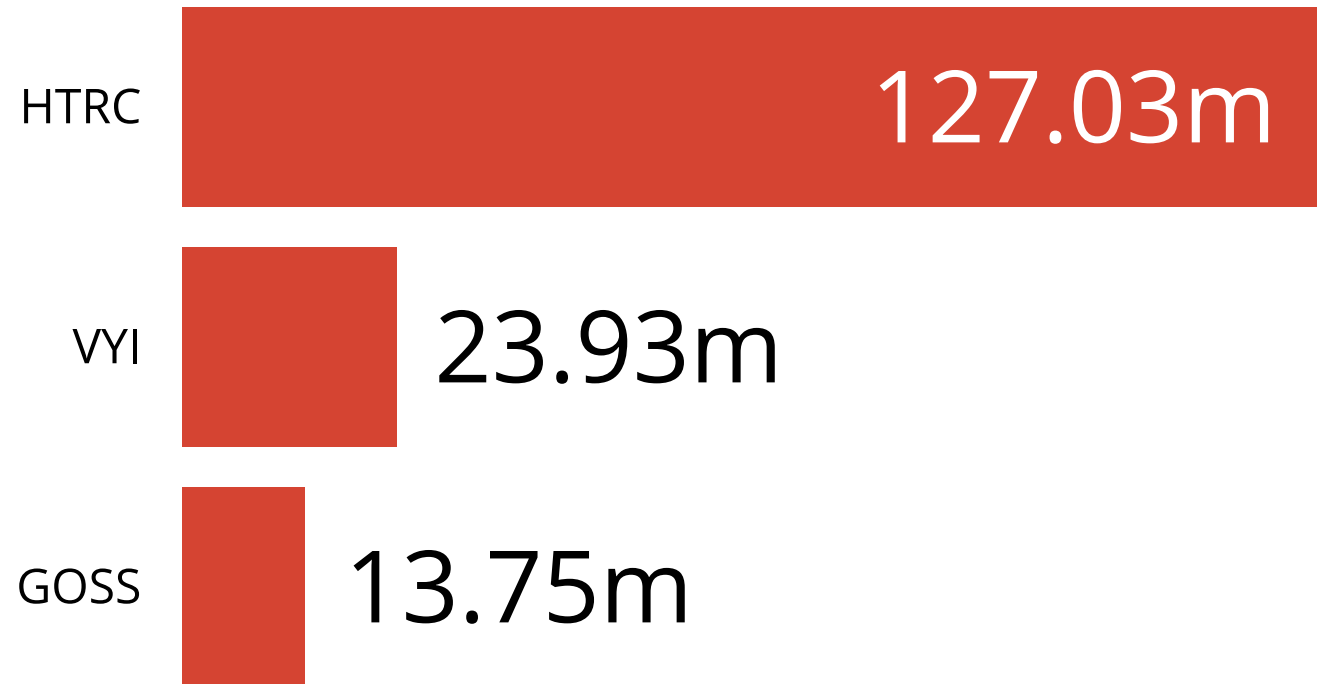
CSPN Premine and Dev Fund Details

CSPN had a premine of 850,000 coins that were used for the swap of VYI, HTRC and GOSS.

648,066 **CSPN** were given out to users by swapping in HTRC, VYI and GOSS.

201,934 **CSPN** remained (1.5% of total supply) that will be used as dev funds.

Development
32%

Listings
33%

Marketing
35%

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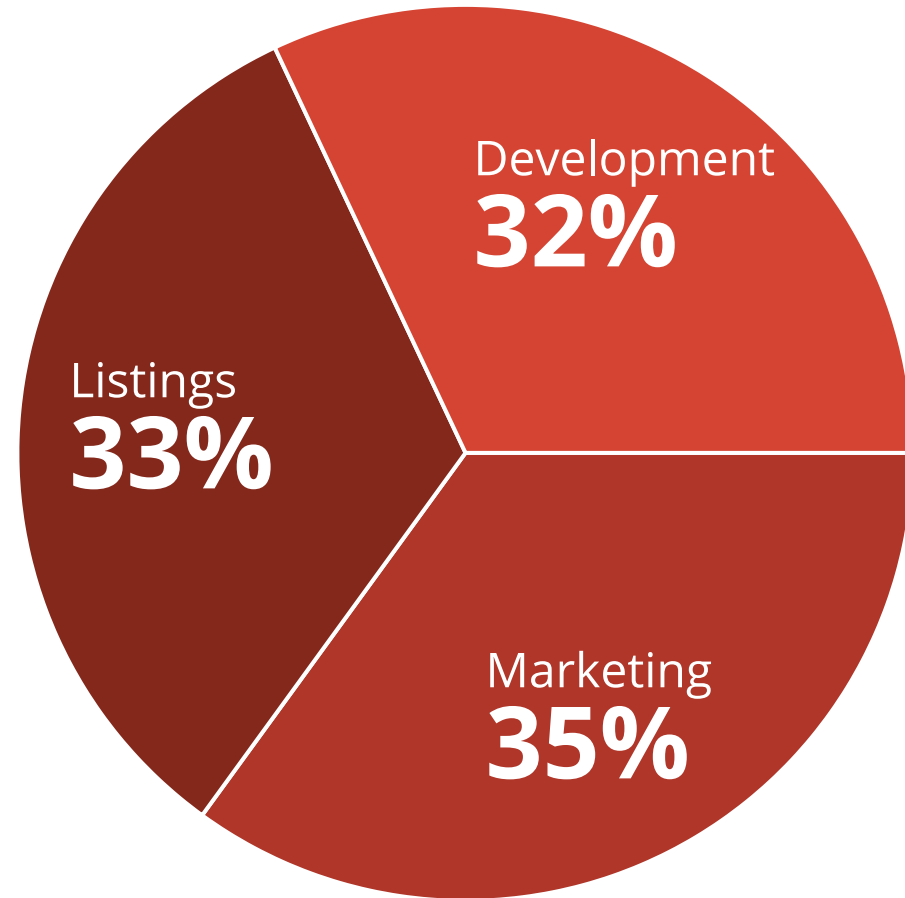
Proof of Stake (PoS)

Proof of Stake is a method of generating interest on cryptocurrency by holding a certain amount in a wallet and not spending or moving it. Essentially, the wallet turns into a savings account and generates interest at random intervals based on how many coins are currently being held (stake amount) and how long it has been since the last interest payment (stake weight/age).

CSPN chose to use a Proof of Stake model over a Proof of Work (mining) model because Proof of Stake is more widely accessible to everyone. There is no special equipment or knowledge required; just holding a certain amount of **CSPN** in your wallet and enabling staking is enough to start earning interest. This is not only beneficial to the environment because of the low cost of resources required but enables anyone to stake with smaller amounts of **CSPN** than running a masternode would require.

Proof of Stake (PoS)

Simply start by holding any amount of CSPN in your wallet without sending it. This will eventually start staking that CSPN on the network.

Eventually your stake will mint a new CSPN block and get rewarded for performing that action automatically. The current reward is 0.6 CSPN.

The staking cycle will automatically repeat as long as the CSPN is not sent or moved from the original transaction.

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Proof of Service (Masternodes)

Proof of Service refers to a Masternode which is a wallet that has a specific amount of coins locked and provides services to the network such as InstantSend and confirming transactions. The Masternode must be online and available to the blockchain network 24 hours a day and for providing services to the network. Each Masternode is rewarded with a percent of a block reward at certain time intervals.

CSPN requires 1337 **CSPN** coins in order to create a Masternode, which is called "Collateral". It acts to not only lock up the coins from being spent or moved but incentivizes the operator to keep the Masternode running 24 hours a day as that is the only way to gain rewards on a Masternode.

CSPN uses the Masternode network not only for utility services but also for the DAO voting process to fund proposals that are submitted to the network. Every Masternode gets a vote and every proposal needs a certain amount of Absolute YES votes in order to pass.

Proof of Service (Masternode)

Creating a masternode requires exactly 1337 CSPN to be sent to yourself as a transaction. This CSPN is then configured as a masternode and Locked.

Masternodes function either as a hot wallet or a cold wallet and require constant Network connection and uptime.

Masternodes provide services to the network and are rewarded with CSPN on a normalized basis. The current reward is 2.4 CSPN every payment cycle.

As long as the masternode stays online without interruption and the original 1337 CSPN transaction is not moved, rewards will continue.

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Putting it all together

- Blockchain will allow for global, worldwide payment transactions allowing for anyone, anywhere to: tip, subscribe, bet and get rewarded by winning tournaments and matches.

- Esports provides the battlegrounds needed to promote structured competition that will bring all gamers together in the spirit of friendly rivalry.

- **Crypto Sports** bridges both blockchain and esports together with the **Crypto Sports Network** and **CSPN** coin; simplifying not only the payment transactions but laying down a solid ground for players to find each other, game developers to find their players, streamers to find their audiences, and everyone to interact and earn by doing what they love most.

Crypto Sports

Thank You from the CSPN Team

We would like to personally thank each and every investor for their trust in our team.

Without your support, we would not be here.

"Let's change esports one block at a time!"

www.crypto-sports.io

Sources

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