



**Boliecoin**

**WHITE PAPER**

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# 1—INTRODUCTION

Bolies is an innovative technology company that has created a new space in the video gaming market.

BoliesTV is a decentralized Live Streaming Gaming PVP platform, which allows players to compete against the best in the world in the video gaming industry and be compensated real money for their achievements.

BoliesTV is the first and only Live Streaming platform introducing Fantasy Gaming, which allows players to pick a team of 3, 5 or 7 players to play against another team and receive real money compensation while Live Streaming the competition so others can watch.

## 2—The Online Gaming Ecosystem

### Introduction

At this point, nearly everyone has played an online game. The trend of online games has grown over the years and future presents an exciting outlook. The online gaming ecosystem has witnessed massive evolution since the turn of the millennium leading up to this present day. This growth has been largely due to refinement and subsequent developments in gaming technology and the internet. This also ties in to the unparalleled increase in the number of people partaking in online gaming. The community of online gamers has seen rocketing growth since the 1990s. The increased number of participants across board has fostered the growth of the online gaming ecosystem.

In recent years, developers and companies have coded and created a ton of online games that span various genres. The delightful array of games for gamers to choose from based on personal likes have flourished. Online gamers are no longer restricted to single platforms. They are also now able to access games of their choice on consoles, smartphones, PCs, etc.

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### Elements of Online Gaming Ecosystem

The evolution of online gaming has also resulted in a stratified integration of several elements that undergirds the community. Let's review those components a little further:

*Players* – They form a major component of the ecosystem. They can be said to be the consumers of the product designed by the developers and game creators. Games are usually monetized as players participate.

*Social Media* –The major machinery for communication amongst players. Through different social media platforms, players can share milestones reached with friends and fellow players, talk about various new upgrades and games, post rankings and trade items and ideas on games. Trends on these social media platforms also provide leads on what's new and fresh in the online gaming world, thus integrating the community further.

*Game* – These are the “Sugar particles” that keeps players coming back. They are the games themselves. Made through computer codes and imputations embedded underneath. Over the last two decades, online games have consistently undergone enhancements through user interface, graphics and general game players attracting new players year in and year out.

Virtual Purchases – Serves to monetize games. Players buy upgrades and others item that can assist them in attaining their milestones.

*Regulations* – Games are adequately regulated within the platforms and some games are terms illegal when they violate stated rules or regulations. Thus, it is essential for players to ensure that do not violate any regulations before launch.

*Affiliate Marketing* – This might sound familiar to persons involved in the marketing landscape. It serves as a way for the various online game creators to increase engagement for their product. They do this by creating alliances with other companies and individual entities (influencers)

*Ads* – Also this as served as a means of monetizing games by using the traffic on a platform /product to advertise other related products and in the end, profiting from such dealings.

*Free plays/ Paid plays* – Free plays are used by a lot of platforms to attract new users to their community and hopefully keep them. While some other games are paid for, others are free.

*Referrals* – Incentives which could be financial or in terms of game points have been used to push this avenue of getting new players, but they are being largely replaced by social media networks. Game creators try to incorporate as many elements that guarantee effective sales around the globe.

## Fantasy sport

As the definition of online games is constantly being expanded and rewritten to include a lot of new offerings emerging in the ecosystem, a major trend that has risen in recent times is Fantasy Sports. This basically involves players creating their own rosters or teams of real-life athletes virtually and having them compete nationally or globally on the statistical basis of the athletes in real life.

This is fast becoming a huge niche within this massive ecosystem of online gaming.

The points for each player are cumulated or summed after each game and in subsequent games. This system is overseen by a” league commissioner” who is responsible for coordination of the entire league and overall results; as compiled and tracked by actual results from professional games.

Fantasy games also provide an avenue to sign, sell and trade athletes with virtual money provided on the platforms. A very popular example is Fantasy Premier League which is now being played by millions of football loving fan.

## The genre of Online games

The genre of online games now ranges from action, puzzle, adventure, massively multiplayer online, simulations, real-time strategy, stealth shooter, to combat and much more. These genres host hundreds of games for gamers to choose from based on individual choices, user interface, gameplay, story, inclusions etc.

## Action games

The name literally says it all. These games are action-packed, keeping gamers glued to their stands. They are one of the most popular online games, which immerse the player in a role where he must reach or exceed some targets and objectives. They are usually adorned with exceptional graphics, user interface and background sounds, effects, and music. Example of online games in this category includes Stockcar, Ultimate boxing, Tank Battle Game of Bombs etc. This list is not exhaustive. We can go on and on because of the thousands of action-themed online games that have become available to us today.

## Adventure games

These games are usually like action games, but they bring alongside an exciting experience that is daunting, sometimes risky but nevertheless exhilarating. So, get ready to take on adventures in games such as Keep Out, Stella's Journey, Limbo, Exiles, Cryptic Labyrinth, The Maze Runner and lots more.

## Shooting games

Ever wanted to use an RPG? Well you are in with games like Combat Strike, Bazooka and Monster, Star Wars, Call of Duty and many more; you can use different kinds of guns and weapons available on the platform

## Conclusion

There are loads of games now available for your entertainment and this ecosystem is envisioned to even grow more rapidly with the incorporation of Virtual Reality and Augmented Reality. The landscape is evolving and there are a lot of brewing opportunities for creators and gamers alike.

## 3—Why Online Gaming is a Goldmine Waiting to be Explored

Quite a lot of commentators have said recently that adopting blockchain technology for entertainment purposes is the next threshold. In the last few years online fantasy sports have witnessed expansion and attracted prominence, but it is something that is waiting to be fully explored. This has been additionally bolstered by globalization and the ever-growing multiplayer gaming genre. According to [TechCrunch](#), as of 2018, there is predicted to be at least 60 million fantasy sports players in North America alone and the industry is believed to be valued at more than \$7 billion.

### Changes in the gaming industry

The gaming industry is constantly evolving. While some changes don't stick, there are many that do, and they will change the industry forever.

### Gaming apps

Mobile apps are ever growing in popularity, and blockchain is helping this. In an article by [Entrepreneur](#), online gaming was highlighted as one of four industries seeing a big change because of blockchain technology. One example of this is [MyDFS](#), a mobile fantasy sports app which they claim is powered by blockchain technology, available on both iOS and Android.

Additionally, mobile apps also make it possible to play anywhere at almost any time. Because of this, if mobile apps can keep players attention and remain competitive, we may see a swing from traditional gaming consoles to mobile devices. Perhaps the biggest example of this in recent years was *Pokémon Go* back in the summer of 2016. Although its popularity has faded significantly since then, it showed the world that it was possible to move a large portion of the market away from traditional gaming and into mobile gaming, at least momentarily.

More recently, it has also been identified that in-app purchases are a big source of income for mobile apps and this may be an opportunity for blockchain technology and cryptocurrency to fill in a void. However, this is only true if in-app purchases do not contribute to progress a player makes and are more to do with stylistic choice, for example, clothing for a character.

On top of it all, newzoo, back in April 2018, estimated that [50% of the global games market will come from mobile gaming](#). As this is a fast-growing area of the gaming world, it may be likely that we see blockchain implementation sooner in this area.

## eSports competitions

eSports has in recent years become a part of mainstream gaming. There are now large-scale competitions, such as those organized by League of Legends, where teams of professional gamers from across the globe play off against each other usually for a money prize.

Not only has eSports helped foster an international interest in competitive online gaming in general, but many have also picked up on the fact that many young people enjoy watching gaming as much as playing or competing. It is predicted that by [2019, there may be up to 427 million people watching eSports](#). When you consider how many views YouTube gamers get, it makes a lot of sense.

## Battle royale gaming

Battle royale gaming is a recent trend in gaming and is having a huge effect on the industry online gaming in large groups. It essentially is a last-man-standing genre where players must scavenge to survive. The trend started with the game *Fortnite Battle Royale*. In the game, up to 100 players can play against each other in teams up to four.

Other well-known franchises have also said they will follow suit and provide something similar, such as *Call of Duty* and *Battlefield*. While it may be possible that that battle royale-style gaming is only a trend, it certainly will be very influential in the years to come and is another example of multiplayer gaming leading innovation in the industry.

## Gaming is becoming more inclusive

Traditionally, gaming has been dominated by young males, but there is significant evidence to suggest that this is changing and the industry is opening up, especially after the [gamergate scandal](#). This has been a long time coming with [Forbes](#) publishing an article on the topic back in 2015. The article, mentions a survey conducted by [Quantic Foundry](#), and suggest that 66% of gamers either agreed or strongly agreed that games need to be more inclusive in terms of gender and ethnicity.

By appealing to more people of diverse backgrounds, including women, people of different ethnic backgrounds and age groups, the industry will likely continue to get bigger and may identify new niches and genres. This will likely have a knock-on effect on fantasy sports which may broaden its horizons and attempt to reach out to other groups.

## Globalization

Another major factor that has had a huge impact on the gaming industry is the global world we now live in. By adopting globalization, online gaming companies can provide their players with a much larger pool of competition to play against and can reduce waiting times for matches, especially at late hours.

The most logical way to do this is with blockchain technology, which is essentially a giant network that could possibly support such gameplay and prevent cheating.

The rest of the world is catching up with the west, particularly China. Newzoo predicts that [in China alone the gaming industry will be worth \\$37.9 billion](#), which is 28% of the entire industry.

## Tokenized gaming

The application of tokens to the gaming world has seen different approaches. With the use of the blockchain, it has become possible to use native tokens to drive a platform. The Boliecoins approach draws from the likes of Bitcoin and Ethereum. On the Bitcoin blockchain, Bitcoin drives transactions, and same happens on the Ethereum platform.

As BoliesTV is the gaming platform, Boliecoin serves as the token to drive transaction. While other tokenized games might have existed before the BoliesTV era, they were not blockchain-driven. This is the standpoint of difference between BoliesTV and other tokenized games. While tokens have been used in many platforms as an access to the game feature, their sustainability has been doubtful with the tokens lacking real-world value.

By merging Blockchain and gaming, BoliesTV provides a real-world value that has been missing in the global tokenized gaming ecosystem. The Blockchain is surely the safest known way to do this, offering security unparalleled to any other network. Further to the point, transactions can be made without requiring a validation from a third-party, which is ideal for exchanging and deriving value for the tokens at any time.

On BoliesTV, every stakeholder will have a chance to be rewarded based on their inputs and activities on the platform. Tokens will have a monetary value and since Boliecoins will be traded on exchanges, any holder can decide to change these for fiat money or other cryptocurrency based on personal need and discretion. Boliescoin will be traded against other cryptocurrencies and the marketplace will make it possible for transparency in two-way quotes for buying and selling of the tokens.

There will not be any fear of tokens having no real-world use outside of the platform with the myriad of options available to the user of Boliecoins. Any holder will be able to decide to hold the tokens for appreciation in value and reap capital gains, or exchange for fiat as the occasion demands. In the subsequent chapters, we will examine the parties in the BoliesTV ecosystem.

## Owning gaming assets

Another interesting development appears to be how a number of companies are now making [more profit from online sales of products within a game than actually selling the game](#). It may even be possible that in the future more games may be sold for free, but the items in games need to be purchased. There has even been some evidence to suggest that gamers who purchase in-game items are more likely to play the game for longer.

As mentioned earlier, there are some gamers who make a living finding and selling special items within games. However, most gaming companies keep their control over these virtual items to prevent cheating and illegal duplication of them. This means that gamers do not technically own any items they amass or sometimes purchase within a game. Blockchain technology can be implemented here as well to hand over ownership to gamers and keep the items safe at the same time. Some gaming companies are already doing this with the Ethereum blockchain.

## Touchstones

Blockchain technology has crept its way into a lot of industries in the last three years and shows no signs of stopping. With the advent of globalization, the continuing drive for more multiplayer gaming, and the possibility of tokenized goods, blockchain makes sense as the best technology to make these dreams a reality.

While the gaming industry is constantly changing and picking up temporary fads and trends, it is highly likely that it is different. For better or for worse it will likely lead to many changes, from the way we purchase games to the very genres we will play, from how gaming networks are hosted to the way gamers interact with the gaming community.

Fantasy sports can build on top of the developments that are occurring throughout the gaming industry by observing how they are changing gamers habits. As fantasy sports is still finding its feet and growing in popularity, it is likely that if it implements blockchain technology, a lot of money will pour into the industry.

## 4—How Blockchain Can Revolutionize Online Gaming

Virtually everyone has heard about Blockchain and Cryptocurrency at this point. It has been a major point of discussion in the last few years. Blockchain has been described as revolutionary, while some don't even know what it is all about.

Several applications launched during the past 12 months have shown that Blockchain and cryptocurrencies are exceptional technologies which could make life easier and their adoption into the mainstream is only a matter of time. So, for people that are new to the term "Blockchain", It basically is decentralized technology that operates as a digital ledger that records transactions chronologically and publicly.

Blockchain is making a difference in many spheres of life and the online gaming scene is not left out.

### Blockchain Transparency

Transparency is one of the major hallmarks of the blockchain. Of course, this transparency and openness can further enhance the fortunes of gaming on the blockchain platform. Especially when you look at projects like options for fantasy sports, which give people a chance to explore eSports. Though blockchain and eSports is a niche that is still in its early stages, it is nonetheless set for disruption. This would bypass middlemen entirely, providing Smart Contracts that will be unalterable and immutable, ensuring community confidence. This will build trust and expedite the entire process of online games and betting.

### Ease of Gameplay

This is an industry-wide issue which arises from having centralized servers running online games. A major problem of this is lagging amid live games. This certainly affects the gameplay and therefore reduces the ease of online gaming. Lagging or hanging as it is sometimes called usually leads to frustration of players. Imagine that point where you are about to pull the trigger from a sniper scope or make that through-pass in football and the game incessantly ceases, damn, that's a good recipe for frustration.

Blockchain offers a platform that removes this constraint by making use of a decentralized system which provides ease and efficiency in gameplay. The world is largely drifting from one player gaming to multiplayer gaming.

There are two types of multiplayer online games, Multiplayer Online Battle Arena also known as Action Real Time Strategy games. They are a relatively new game genre. A good example is League of Legends. It involves one arena or field of play and players can try to usurp each other's bases of operation.

The second type is Massively Multiplayer Online Role-Playing and a good example is Fortnite. It involves the player taking up the role of a character and most of the corresponding action of the character. In online games such as these, thousands of players interact with each other in a virtual world. They are usually connected to a single server and thus, this can cause a lag. Blockchain can easily solve this and do lots more.

### Performance and Video delivery

In terms of quality delivery also, blockchain can improve the current status quo. Cloud computing is opening new vistas for network efficiency, and this is laudable. References have been made to the merger of cloud computing and the blockchain to deliver an efficient gaming platform for the global stage

It has been confirmed that there are about 2.2 billion gamers in the world and about \$109 billion gaming industry volume but 81% of gamers can't play new PC games.

Blockchain-based games - This is pretty much in the early stages but there are games fully built on blockchain platform, graphics, gameplay all running online through blockchain. Examples of games emerging in this space include World of Ether, War of Crypto, and Magic Academy etc.

### Security issues

Security has become paramount in a recent decade because of hackers and intruders that can compromise your software and force a shutdown or malfunction. There was an incident months ago where Xbox Live was pummeled by a DDos attack with hacker group "Phantom squad" claiming responsibility. This happened after PlayStation Network was also hacked by the same group. "Lizard squad" was identified as the hacker group that took Sony PlayStation and Microsoft Xbox console off the grid.

In June 2018, PlayStation Network status was flattened with problems for Fortnite gamers. These list of security breaches goes on with companies not being able to shield their platforms from hackers. However, blockchain can totally eradicate these security issues through its decentralized technology which is immutable and impregnable. This would be truly revolutionizing.

### User-built Online Games

Since the advent of gaming, companies have been the sole decision makers about all the specifics of a game. All outside inputs must be passed to the company for vetting, leaving adoptability to chance. However, this wave of blockchain technologies can revolutionize that process. With blockchain technology integration into games, users would be able to participate and influence the general direction and growth of games.

## Protecting the Games you love

This involves the application of tokens in blockchain integrated online games. Some games over the years have been found to lose steam as time passes and virtually “go extinct” as operational funding dwindles. With blockchain integration, users would be able to use tokens to support their favorite games by donation or investment or other creative avenues. This creates an amazing gaming ecosystem driven by high demand games but also games with little demand but high user interest.

## Game Patches

A worldwide issue in the gaming industry has been the disbursing of gaming patches. If you are a gamer you would know that there are sometimes you go over to your friends’ and discover that there is a totally new patch of a game you guys play that you know pretty much, but, did not know about its release. Well, blockchain can solve this issue.

If users can actively participate in the process of enacting game patches that are required for game growth. These and many more possibilities abound with blockchain technology. As we watch this play out across the next decade, we believe blockchain integration would play a major part in the next growth phase of online games and we are dearly excited about that future.

## 5—The Who is Who in BoliesTV Marketplace

Gaming was already a massive endeavor before the internet became mainstream, but right now, with the deepening of internet access, it has just exploded. Reports state that there are about 2.2 billion gamers in the world. That's massive. Everyone with access to the internet in this internet/information age is pretty much a gamer.

There are about 700 million people who regularly play games on the internet now. With Blockchain technology coming into play, gaming has become a new investment frontier. This explains the innovative BoliesTV.

### The Game Format

On the platform of BoliesTV, you can form a team of 3,5 or 7. These could include your friends or the best players you know around you. Then you can wager on any game you want, and you can bet against anybody you want in the world. What's fun about this platform is that you can create what you feel is your ultimate power team and that becomes your fantasy team with which you can confront other teams around the world.

You can place your challenge on Bolies TV where other teams from around the world can accept your challenge to a duel. After that, you simply battle each other on the field of play. Isn't that remarkable! This game can be streamed and watched by others too on the platform.

This also works the other round, if you see a challenge on the platform from another team around the world and decide to accept their challenge. The great thing about Bolies TV is that you can get rewards immediately after the conclusion of games based on your victory instead of waiting to be one of the lucky ones to be included in huge national tournaments such as eSports tournaments.

### Who Can Play

Do you want to go head-to-head with your friends and make money? You can finally do what you love and make money while at it. The incredibly entertaining world of playing games is coming to your living room. This is perfectly legal because gaming is a honed skill and if two gamers have a platform to confront each other, it becomes a done deal. In effect, gaming is just like any other any other sport.

This platform is PVP structured. Players can play against each other individually and they can also form teams. BoliesTV is streamed around the world, and you have a chance to get on the global stage. The reach is endless.

### The Audience

The audience in any duel or competition on the platform is anyone on the surface of the earth who has an interest in seeing the game. Watching the games would be free but for highly rated and anticipated matches a paltry fee of \$1 would be paid.

Viewers from around the world can then place bets on opposing sides in the matches where rewards can be received easily. If you are new to this platform you can learn how it works by first participating in watching and being part of the audience.

### Challenging or being challenged

In the individual duels, players who connect to Bolies Tv platform can click on the live games session and hence view match schedules and available lineups. Players will then be ranked based on victories and amount of games played.

For Team duels, teams would first need to register in a competition area and signify interest. So, it is built in a way that a 5-man team can indicate to compete in a 3-man duel, also a 7-man team can decide to participate in the a 5-man competition by selecting only the required number of players. The registration fee for individual duels is a minimum of \$10 in Boliecoin while for team dues are \$20 also in Boliecoin.

There is talk about which games would be best suited for the platform. There are a couple of popular games which organizers and gamers would enjoy on the platform verily. Examples are Hearthstone, League of Legends, Heroes of the Storm, FIFA games, Overwatch and lots more.

### Game Pricing

The price or rewards for the game will be determined between the two playing teams involved in the contest. The price would also be paid to the winning team after the conclusion of the battle. The platform accepts payment in Bitcoin, Ethereum and Fiat currencies in addition to Boliecoins.

### Cashing Out Rewards

All rewards will be disbursed to the winning team in the currencies deposited by the competitors. The winners can then cash out their rewards in any Fiat currency of their choice.

### Monetization Framework

Once the game is over, the winning team gets the prize, which is distributed through the platform's Smart Contract. How amazing is that? This does not only create transparency but also trust in the system because users can't refuse to pay their dues after they made a Smart Contract.

BoliesTV have a utility token- ERC20, and this is the cryptocurrency. After the games, the players would be given tokens which can be exchanged for Boliecoin then be traded on exchange platforms to cash out.

Participants are by no means restricted as to means of payment as fiat currency and leading cryptocurrencies will be accepted on the platform.

In conclusion, the video gaming landscape is ripe for disruption & improvement and Bolies TV is leading the charge in this space. With Boliecoin, the following are attainable:

1. Promotion of trust and transparency in online wagering & betting
2. generating income of game players around the world while providing unlimited original content of entertainment
3. As the stories and trend of the Bolies TV platform spread across the world, there is a doubt that it is destined to bring tremendous value to many gamers
4. Provision of a ready access to the global stage for gamers.

## 6—Introducing A New Industry

Founder Craig L. Curtis idea brought forth is that of melding two passions of the American and International Public: Video games and Wagering. Think of Fanduel meets video games. Players can choose to put a wager on a “Fantasy Gaming” team that they put together ranging from 3, 5 or 7 players. BoliesTV collects the funds and place them in player accounts and the contest is Live Streamed through BoliesTV decentralized Live Streaming PVP platform site and once the contest is over funds are disbursed to the winning team owner minus BoliesTV handling fee.

## 7—Advantages of Bolies

### 7.1 Purpose of the Platform

The purpose of Bolies platform is to bring forth an industry until now that has never existed. That industry is Fantasy Gaming PVP platform video gaming concept. Bolies has managed to create a way to back and increase the value of a currency with a real world program. In other words, Boliecoin is backed by the BoliesTV PVP Live Streaming video service and vice versa, removing the seemingly unsolvable question “What is backing the currency?”

### 7.2 Technical Advantages

Bolies has created a concept in the Fantasy Gaming industry that allows safe wagering and a guarantee that each team will get their money for their performance. We also have a very sophisticated backend admin site that allow us to keep up with every transaction no matter how big or small. It also keeps up with all monies that’s in each players account, our platform also allows players to create their own channel and to build their own followers.

### 7.3 Advantages of the platform for players

The idea of harnessing the immense revenue streams of video games with PVP platform with possibilities of Fanduel type of wagering was the idea that Craig L. Curtis managed to put together; not in some far off vision in the future, this idea has been created and is currently in testing. This concept allows players who were playing just for the love of the game to earn enough money to be considered a professional gamer. A player can now be compensated exceptionally well for their skill level.

## 8—Platform description

### 8.1 The “Fantasy Gaming” Industry (Introducing “BoliesTV”)

Bolies platform – Introduces BoliesTV Decentralized Live Streaming Video Gaming PVP platform allowing players to earn money based on their skill level. This is video gaming first ever Fantasy Gaming site, this platform highlights a game of skill not chance. This is merely the preview to the engine that drives the concept further: cryptocurrency. The tokens used to power the site known as Boliecoin is the secret driving concept.

### 8.2 The future of Bolies

Bolies plan to create an even more illuminating gaming platform and league, leads us into yet another stratosphere that has never been seen or done before. This concept of creating yet another new space within a space that was just created is mind blowing. Bolies will become and will maintain its place as one of the most innovative companies around.

## 9—Legal Aspects

### 9.1 Legal Governance and Compliance (Boliecoin)

The question is generally whether the tokens constitute investment contracts under standards established by the U.S Supreme Court in SEC v. W.J. Howey Co.

Under the Howey test, a token is an investment contract- and accordingly constitutes a Security – where there is an investment of money in a common enterprise with a reasonable expectation of profits to be derived primarily from the entrepreneurial or managerial efforts of others.

According to the professional opinion of our legal advisors based on the Howey test our Boliecoins should not be deemed as Securities and do not need to be register as a security.

### 9.2 Legal Governance and Compliance (BoliesTV)

BoliesTV is it legal “Yes” it falls up under the same umbrella as Fantasy Sports. (As long as the play is consider a game of skill and not a game of chance it’s not consider gambling).

Game of skill refers to any game, content, or amusement of any description in which the designating element of the outcome is the judgment, skill, or deftness of the participant in the contest and not chance. In a game of skill the outcome is determined mainly by mental or physical skill rather than by pure chance. They are a means of exploring one’s own capabilities. These types of games encourage the player to look at, understand and experience things. For instance, building sets, card games educational games, letter games, play by mail games, mind sport, mathematical games, puzzles, guessing games, pencil and paper games, solitaire and word games are games of skill. Games of skill do not fall within the prohibition of the gaming laws.

The following is an example of case law on game of skill:

Game of skill refers to any game, contest or amusement of any description in which the designating element of the outcome is the judgment, skill or adroitness of the participant in the contest and not chance. [Wedges/Ledges of California v. City of Phoenix, 24 f.3d 56, 63 (9th Cir. 1994)]

The nine (9) states that can’t participate in the wagering side are as follows:

- 1.) Alabama
- 2.) Arizona
- 3.) Hawaii
- 4.) Idaho
- 5.) Iowa
- 6.) Louisiana
- 7.) Montana
- 8.) Nevada
- 9.) Washington State

To participate in the wagering side of BoliesTV you must be 18 years of age. (Except in Massachusetts you must be 21 years of age).

## 10—Boliecoin Technical Details

### Hashing Algorithm-x11

X11 is the name of the chained proof-of-work (PoW) algorithm used in Boliecoin. It is partially inspired by the chained hashing approach of Quark, adding further "depth" and complexity by increasing the number of hashes, yet it differs from Quark in that the rounds of hashes are determined a priori instead of having some hashes being randomly picked. The x11 algorithm uses multiple rounds of 11 different hashes thus making it one of the safest and more sophisticated cryptographic hashes in use by modern cryptocurrencies.

X11 is a widely used hashing algorithm, which takes a different approach, known as algorithm chaining. X11 consists of all 11 SHA3 contestants.

Blake Algorithm  
BMW Algorithm  
Groestl Algorithm  
JH Algorithm

Keccak Algorithm  
Skein Algorithm  
Luffa Algorithm  
Cubehash Algorithm  
Shavite Algorithm  
Simd Algorithm  
Echo Algorithm

Each hash is calculated then submitted to the next algorithm in the chain. By utilizing multiple algorithms, the likelihood that an ASIC is created for the currency is minimal until a later part of its life cycle. In the life cycle of Bitcoin, mining began with hobbyists which used Central Processing Units (CPUs) to mine the currency, then shortly after Graphics Processing Units (GPUs) software was created, which quickly replaced the CPUs. Years after the GPUs cycle, ASICs or Application Specific Integrated Circuits were created, which quickly replaced the GPUs. Due to the complexity and die size required to create an ASIC for mining x11, we expect that it take considerably longer than it did in Bitcoin, allowing for hobbyists to take part in the mining for a longer period of time. We believe this is a highly important for good distribution and growth of a cryptocurrency. Another benefit of the chaining hashing approach is high end CPUs give an average return similar to that of GPUs. Also GPUs have been reported to run 30-50% cooler, with less wattage than the Script algorithm used by most current crypto-currencies.

## Mining Supply

Premining is done at 1000 Bolie reward for 90000 Blocks, making it 90 million for premining. After that A different approach is taken for the coin generation. Block rewards will start at 10 bolie using a 7% reduction of the supply per year. In addition supply per year. In addition supply each block is directly tied to the amount of miners on the network; more miners result in lower mining rewards. Production of Boliecoin is scheduled to carry on throughout this century and onto the next, slowly grinding down until finally all the 300 Million coins are mined.

## Advantages of using Boliecoin

- 1) Mining is feasible without need of buying extra hardware like ASIC (Application Specific Integrated Circuits) or GPU (Graphical Processing Unit). It can be done on any decent CPU.
- 2) Highly Secured PoW Algorithm- x11, ensures that mined blocks are valid by providing proof that reward was granted an incentive for solving cryptographically secure challenge.
- 3) Block Time is around 2.5 minutes as compared to 10 minutes in case of Bitcoin, making transaction speed sufficiently quicker compared to Bitcoin and it's derivatives.
- 4) Boliecoin Transaction fees is very minimal when compared to other alternative coins (0.00001/KB), making it very efficient to trade among it's users.
- 5) Block size is around 2MB when compared to 1MB in the Bitcoin, allowing more transactions to fit in a block. This increases throughout of the transactions. Combined with faster block time, this makes Boliecoin more efficient than Bitcoin in terms of numbers of transaction processed in an interval of time.

# 11—Team Members

Founder: Boliecoin and BoliesTV

Craig L. Curtis

Head Developer

August Nayak

Assistant Developer

Abhishek Dwivedi

Assistant Developer

Monu Singh

Assistant Developer

Deepthi Singh

Assistant Developer

Roopa Rajala

Operations Strategy Consultant

Joyce Coleman

Executive Marketing Analysis

Chris Coleman

International Educational Director

Steve Conley

## 12—Road Map

### 12.1 Road Map – Aug. 2017- April 2018 – For Bolies

Research and Development works carried out in key areas of the project. The working capacity of all key technologies and algorithms of Boliecoin confirmed. BoliesTV research and development was finalized and the site was created.

### 12.2 Pre-Sale (Pre-ICO)

Pre -ICO May 2018 - The fundraising plan is \$500,000 - \$1,000,000. The funds raised will be used for the project Marketing and ICO.

### 12.3 ICO (Crowdsale)

ICO – August 2018 – The fundraising plan is \$12,000,000. The funds raised will be utilized for further investing in BoliesTV product development. This includes the furtherance of BoliesTV Live Streaming PVP platform and partnership agreements, also marketing and advertising of the BoliesTV Live Streaming video gaming site.

### 12.4 Beta testing BoliesTV

BoliesTV Beta Testing – Sept. 2018 Bolies keeps building and adding features to the BoliesTV Live Streaming video gaming site. Bolies continue to market and advertise its products and continue to do more research and development to improve on BoliesTV Live Streaming video gaming site.

### 12.5 BoliesTV Release

BoliesTV Release – Dec. -2018 Launching BoliesTV Live Streaming PVP platform in full scale to the public. This includes and not limited to the United States but an International launch as well.

## 13—Bolies token distribution summary

30% Crowdsale

30% Reserved for future use

20% Current and Future team, advisors and experts

20% AMOH LLC

\*20% of Bolies tokens will be owned by AMOH LLC where the Bolies project was born and has evolved.

## 14—Conclusion

There has never been a better time to invest in a Project that's creating a new space in a market that just doesn't exist. This is a very exciting time in the video gaming industry with all of the new technology and the use of all the new I pads, smartphones and consoles. The use of these technologies allow Video gaming on the go, and now you add in an innovative company like Bolies with its ground breaking new concept, "Fantasy Gaming" and the results are limitless.

Don't wait act now.