Euphoria's Paper
Vol 1.2

Decentralized P2P platform

Built on Binance Smart Chain

Introducing *Euphoria*

The global online gambling market value is expected to grow to $100 billion in 2026, and this number was $66.67 billion in 2020. Nevertheless, it has not been as developed and modernized. This is where blockchain technology comes in handy.

Blockchain applications and smart contracts consist of products and services that replace regular card gaming, gambling, and betting platforms. Due to the compatibility of Decentralized gaming applications, users can combine different services using one wallet. Also, blockchain can provide what most card game platforms can't, things like complete transparency—key features: instant deposits, withdrawals, creating and hosting games.

Through persistent work of our team and implementation of blockchain, we try to create for People topnotch games.

Table of Contents

EUPHORIA

1. Features

Peer-to-peer gaming consists of the following categories:

Minimum fees – the fixed fee is 2%, and nothing more is charged.

All in one – gaming, betting, and creating tournaments are done in *Euphoria*.

Create and host or join the game – users can just play, place bets, or create their tournament and betting conditions. As an example – Andrew believes that Player 1 will win this Baccarat round. Andrew creates the bet by writing down the conditions, and others can place a bet against it.

Bets in NFT* – Users can also place NFT's for betting.

Pools – provides an opportunity to earn TOKENS from staking. *50%* - of earnings from fees will be spent on token redemption to create a liquidity pool.

2. The volume of decentralized gaming

According to statistics, over 41.9 million gamers owned cryptocurrency in 2020.

The daily global turnover of cryptocurrencies already exceeds $ 2 billion, which will continue in the future.

These trends are growing exponentially, and more gamblers want access to the best blockchain P2P platforms.

*NFT – Non-fungible token is one of the four types of cryptocurrencies. It is a digital copy of real-world objects and is a unique token.

Global Gaming and Crypto Revenue

- Crypto gamers in the Asia-Pacific region generated the highest revenue of $157.3 million (49%), followed by North Americans with $80.3 million (25%), Europe, Latin America, and the Middle East & Africa.

Crypto Gaming Platform Revenue

- Mobile games generate the highest revenue of $128.4 million (40%), followed by Console games generating $89.9 million (28%), along with Downloaded/Boxed PC games, Tablet games, and Browser PC games.

3. About Product

Euphoria is a unique Global P2P gaming platform that will enable users to play Poker, Baccarat, bet, and other various card games through Binance Smart Chain in one wallet. *We* generate income from commissions on placed bets in the decentralized services from the largest ecosystems in the blockchain network. A single *Euphoria* wallet allows its users to gamble, place bets and create or host tournaments throughout the platform, as well as stake *Euphoria Tokens* on pools. *Our platform* has a high level of security, gaming models of services that are open for verification, and international audit, which inspire users' confidence: they can be verified by any user or auditor without restriction.

3.1 Poker

The gamblers can create unlimited Poker sessions, charge any amount of fee as they feel, where other users can join with (eternal) capital. All the winning results, betting information will be stored in the smart contract through the Ton chain. Naturally, meaning that the dealer is going to be a

Smart Contract. It provides an open and highly secure betting system and warranties that the shuffling will be random.

3.2 Baccarat

Traditional Baccarat is carried so that the players bet against the platform or the host, but smart contracts will enable players to play P2P in *Euphoria*.

3.3 Betting & Event Prediction

Users will be able to create their conditions for each bet. Smart contracts will be tracking, logging, matching the users, and dividing the winning on its own.

Event prediction is one of the outstanding innovations of our team. We made it unbelievably easy to bet on anything, whether it is weather conditions for the fourth of July or the next winner on a poker tournament, or who will be the next president. If you want to bet with your friend, write down your conditions and share the link with them.

However, our team is continually expanding the functionality of *Euphoria* and constantly adapting, testing edge-to-edge technology out there.

3.4 Services

Open API

Our team works on the development of an open API for UI design. Anyone will be able to use our open API extensions for SDK and UI design development. In other words, you will be able to create your app with the help of Euphoria's Template.

- Development of open API for UI design.

- Creation of SDK for developers.

- Ready-made API template for developers.

NFT support

Euphoria's betting platform is getting along with NFT.

NFT Marketplace will be available for creating and selling NFTs in the categories of Sports and Games. Tickets and trading cards will be available on our platform.

These cards and tickets are granted immutability and public verification of ownership.

- Built-in option to tokenize any uploaded file.

- Use ERC-721 or ERC-1115 NFT standard.

- Universal Digital Asset Storage for any NFT marketplace.

4. Problem

Our core team has extensive experience in building blockchain platforms from scratch, connecting decentralized services and storage through working with many international clients.   It was evident that the same problems would occur when working with similar platforms. Those challenges are:
- Most games have hidden filtered algorithm

- Limits on bets

- All bookmakers offer odds in the event line with an already built-in percentage of their margin

- A limited number of events

5. Solution

Create a user-friendly blockchain-based platform and become the main provider in the field of crypto-online card games, crypto-wallet, and crypto-betting.

Our team is dedicated to crafting a simple and user-friendly interface. We prioritize creating uncovered algorithms for exciting blockchain games. There is no hidden margin or fees in *Euphoria* and no limits on bets except the initial fixed amount of chips for a tournament. *We* provide an opportunity to earn both from winning and staking on the pool—half of the service's revenue with a commission distributed among token holders in pools.

6. Cases

Smart contracts

In simple words, smart contracts are programs stored on a blockchain that runs when prearranged conditions are met. Our team also made smart contracts smarter by allowing them to generate completely random numbers and cards.

7. *Euphoria*'s Roadmap

7.1 MVP

1. Mobile version of IOS/Android

2. Crypto Wallet

3. Baccarat

4. Creating a player profile

5. Audit

6. Private Sale – from 12 AM 26th to 11:59 PM 28th October (GMT+1)

7. Public Sale - TBA

Q1 2022

1. Poker

2. User rating

3. Creating chats

4. Development of open API for UI Design

5. NFT Marketplace

Q2 2022

1. Adding NFT (tickets)

2. Adding Blackjack

3. Improvement of the poker platform

4. Adding the different kinds of poker

5. Improvement of predictions, adding bets on the specific player in card games.

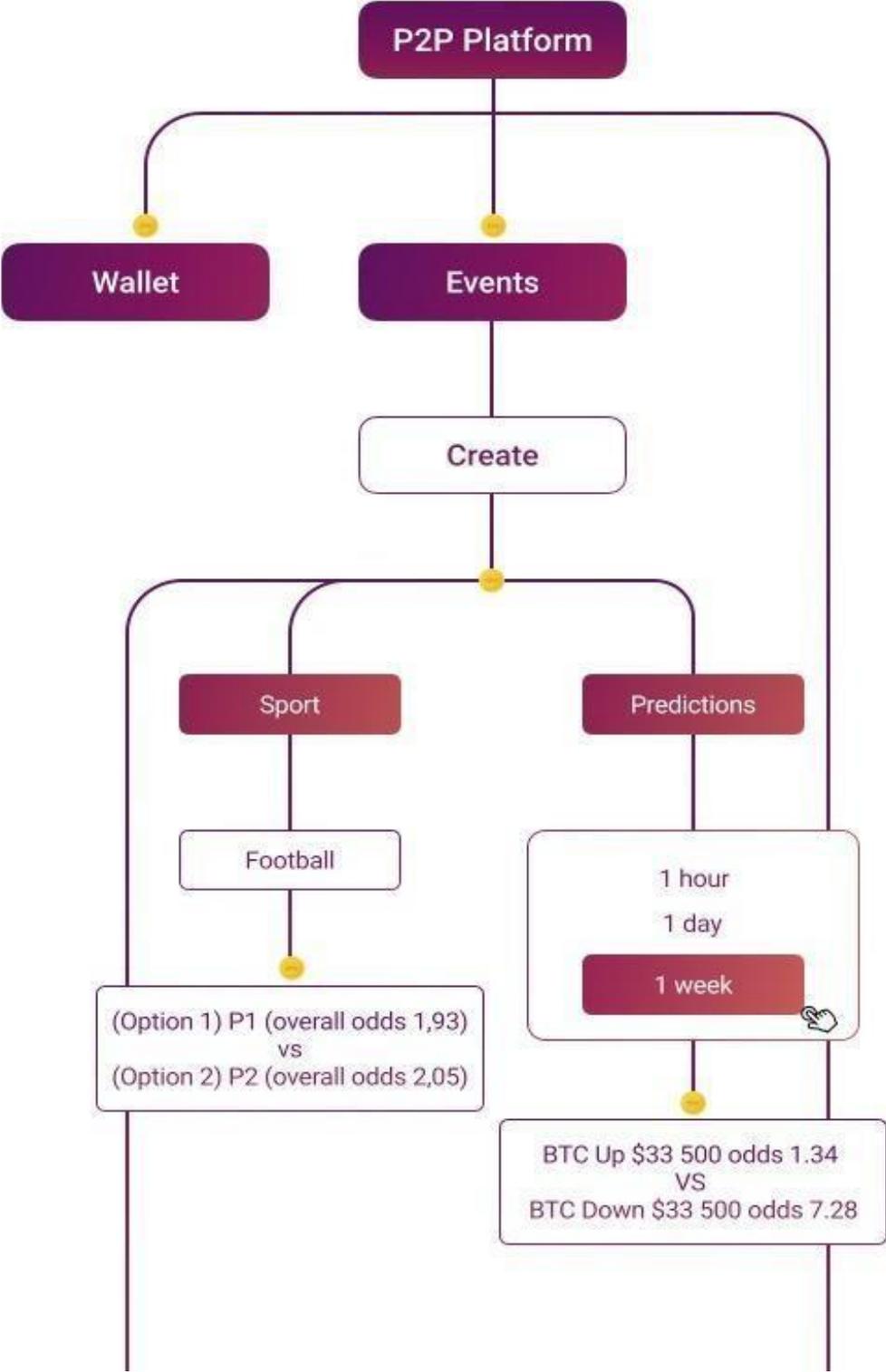6. Open API extensions for SDK and UI Design Development.
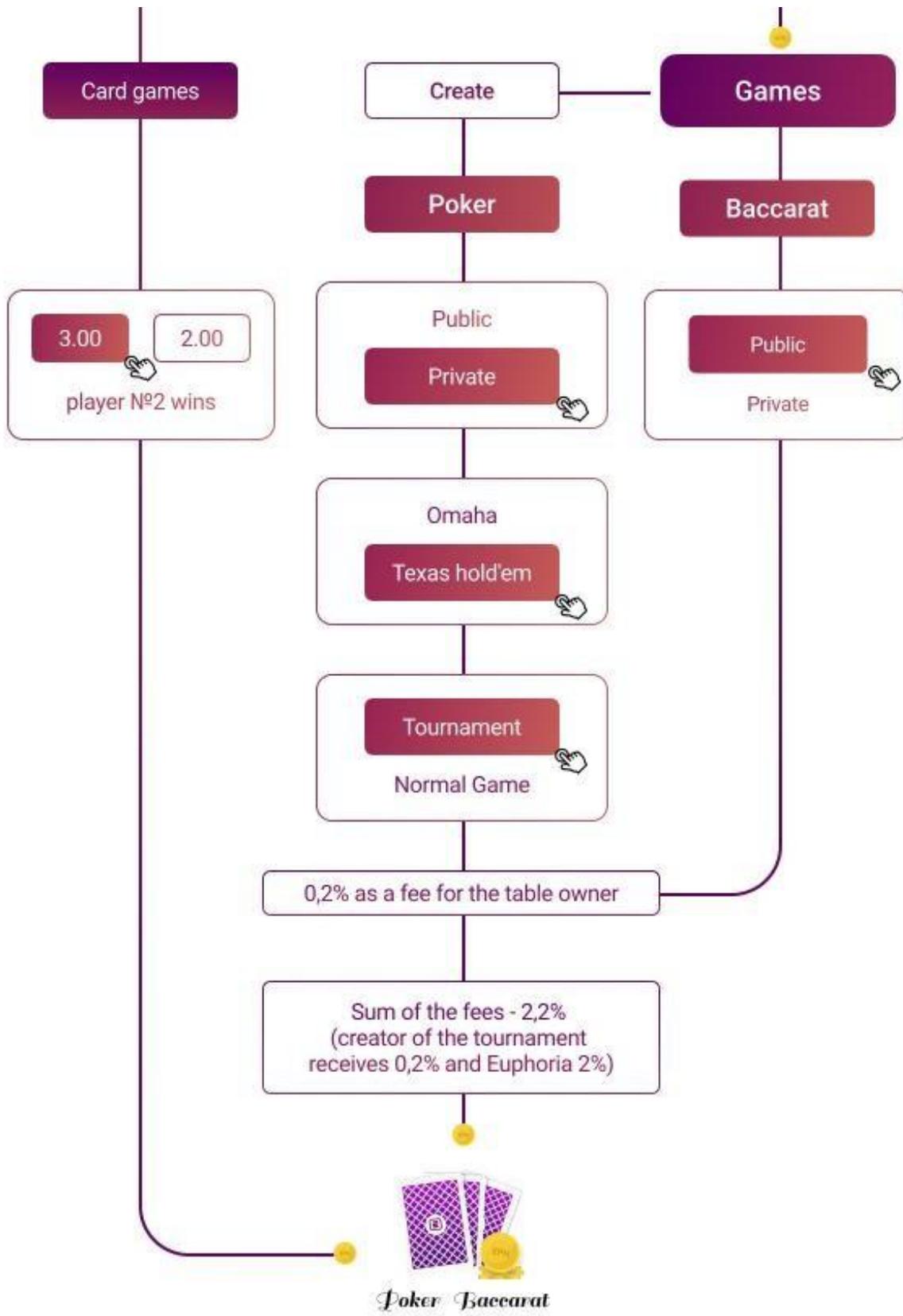
Q3 2022

1. Improvement of the platform for games (hilo etc.)

2. Update of the prediction of market

3. Expansion of card games

4. Creating own tournaments

Q4 2022

1. Bets in NFT
2. Improvement of card games: hilo, poker, blackjack, etc.
3. Creating achieve
4. Improvement rating
5. User rating algorithm
6. Decentralized p2p sale and purchases NFT

8. Technology of *Euphoria*

Card games

Create — Games

Poker

Baccarat

3.00 | 2.00
player №2 wins

Public
Private

Public
Private

Omaha
Texas hold'em

Tournament
Normal Game

0,2% as a fee for the table owner

Sum of the fees - 2,2%
(creator of the tournament
receives 0,2% and Euphoria 2%)

Poker Baccarat

8.1 Formula for Betting

Let's assume that teams A and B are playing tonight. Team A has 22% chance (defined as - x) of winning and B 52% (defined as - z). The approximate estimation for an outcome of a draw is 26% (defined as - y). For the MVP version, *Euphoria* will not have betting for the draw. Although, it will be added later. With that being said, the possibility of the draw will be split between odds for the team A and B.

The formula for splitting draw:

$$x_1 = \frac{x * 100}{x + z}$$

Example:

$$x_1 = \frac{22 * 100}{22 + 52} = 7.8$$

$7.8 + 22 = 29.8\%$ chance of winning for team A.

Team B:

$$z_1 = z + (y - x_1)$$

Applying with the example:

$$z_1 = 52 + (26 - 7.8) = 70.2$$

Probability that the team B will win is 70.2%.

Formula for calculating the odds for betting:

$$k_1 - odds\ for\ team\ A$$

$$k_1 = \frac{1}{x_1} * 100$$

$$k_2 - odds\ for\ team\ B$$

$$k_2 = \frac{1}{z_1} * 100$$

Let's start by calculating team A:

$$k_1 = \frac{1}{29.8} * 100 = 3.35$$

For the team B:

$$k_2 = \frac{1}{70.2} * 100 = 1.42$$

Let's dive into allocation and placing bets. For instance, both Adam and Sam would like to place a bet. Adam is very confident that team A will win. Sam, on the other hand, wants to put his bet on team B.

The calculation formula for winning:

$$s_1 = s_2 * k_2 - s_2$$

And,

$$s_2 = s_1 * k_1 - s_1$$

In this scenario, Adam (s_2) places \$13 that team A will win. If team A won, he would earn \$30.55:

$$s_2 = 13 * 3.35 - 13 = 30.55$$

It means that Sam must bet at least \$30.55 for team B.

The formulas above are the ones that we currently implement on *Euphoria*. Although, we are planning on upgrading and improving constantly.

The scheme of dealing the cards and betting will occur thanks to smart contracts.

As an example, a user wants to play Baccarat:

1. The user creates a request, indicating the funds for the game session
2. The second player joins with *Euphoria* tokens or with stablecoins
3. After everyone joins, funds are unfrozen after one player wins or in case of a draw and finish the Baccarat session.

Process example:

1. For instance, the user launches the game in his *Euphoria* wallet application.
2. Selects the chip with the nominal value of the bet that they want to bet.
3. Waits for the bet of 2nd player. While the interface reflects the player's loading and bet, the distribution of cards is impossible without two players.
4. The bet of 2 players must be equal. (For example, one player has bet 10 USD, so two also bet at least 10 USDT until the game starts.)
5. A common pot is created from two bets. The prize goes to one winner x2. From each win, 2% of the winnings go to *Euphoria*. This whole scheme will be implemented and based on smart contracts and events that generate these smart contracts. It is assumed that a smart contract will be developed for each network with order logic, shuffling, dealing, and the function of freezing funds.

9. Core team and background

9.1 Background

The *Euphoria* team has a great experience connected with decentralized finance, decentralized cloud stores for data processing and transmission, crowdfunding blockchain platforms, a crowdfunding platform for investment loans, projects related to blockchain protocols for cloud computing since 2016.

9.2 The *Euphoria*'s team

Effy Bin is the CEO of *Euphoria*. A combination of all the best qualities of each team member is manifested in her. Effy possesses a range of soft and hard skills in leadership, strategic management, and development.
Timur Abulkalikov is a CTO of *Euphoria*. He has five years of experience as a full-stack developer, blockchain engineer, and Team Leader Engineer.
Andrey Zanin is a CMO of *Euphoria*. He oversees the effective implementation of strategy and the efficiency of company management.
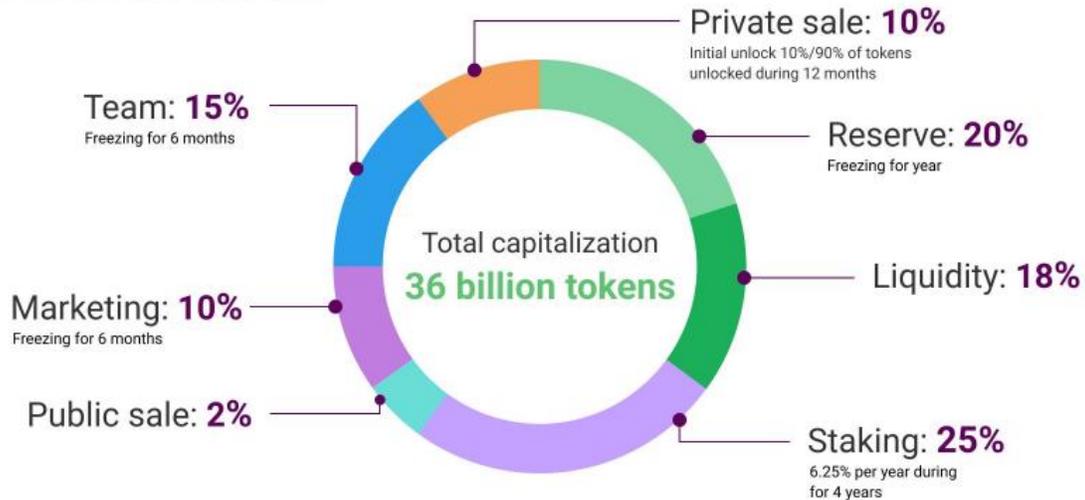Pu ChengXian is a Team Leader. He is a blockchain developer with more than four years of experience as a front-end developer and smart-contract developer.
Generally, there are about 30 people in the team; 8 of them are developers. The remaining are web and motion designers, marketing, and finance specialists.

10.   Tokenomics

Euphoria Tokenomics

Total Capitalization: *Euphoria* is launching with 36 billion tokens.

Segment	Distribution	Description
Reserve	20%	Freezing period for 1 year
Liquidity	18%	
Staking	25%	6,25% will be allocated per year during 4 years
Private sale	10%	10% initial unlock with further 90% unlocked during 12 months
Public sale	2%	
Marketing	10%	Freezing period for 6 months
Team	15%	Freezing period for 6 months

10.1 Marketing

Concerning the marketing - we are following the new sales and marketing Funnel. We tend to put more emphasis on marketing activities to make the sales segment grow naturally.

These are the marketing channels we are using and planning to use:

- Collaboration with Youtube, Twitter influencers and TikTok bloggers.
- Ads in messenger - Telegram.
- Native Advertising
- Storytelling
- Programmatic marketing

Moreover, we are using targeted advertising and ICO platforms as a marketing channel too.

10.2 Team

It is essential to allocate a bonus and wage with a dedicated team for working assiduously on the project. It is decided to split 15% of the total number of EUPH tokens among the team members.