



# BES

## **Battle Esports (BES) Token** / Esports Gambling NFT

The tremendous revenue stream of esports gambling on the blockchain and DAO

**White paper v1.0**

**Liberal Mind Ltd.**



Libes

Liberal e-sports

Liberty  
through  
e-sports.

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# Leadership

## Best practices driven team!

BES Token is built on ERC-20 token technology and is supported by a team of extraordinary people. Our parent company, Liberal Mined Ltd has a successful track record in blockchain investing and private equity funding in a wide variety of industries across multiple different verticals. High-return investments in the cryptocurrency marketplace are a hallmark of our business track record.

The LIBES platform will provide system management, risk analysis, customer service, KYC, and other commercial operations handled by a top-flight in-house team and professional advisory services.

We plan to introduce new features to already popular esports games in order to keep participants engaged and entertained. Our goal is to disrupt the online gambling environment by making it an exciting, immersive, transparent, and fair experience for teams, players, gamblers, and other participants.

ERC-20 token technology will enable listing on DEXs the most famous of which is UNISWAP. In addition, we will immediately use existing wallets like MetaMask and others that conform to the ERC-20 standard.

As part of our plans to increase brand recognition, loyalty, and participants we will make every effort to earn a positive reputation among customers and investors as a credible token platform and more importantly, a trustworthy corporation.

# Opportunities

## Built to succeed

The platform our team is building will go further with development ongoing until we create a paradigm shift in the esports gambling industry that leverages the blockchain's transparency, security, and efficiency to power a unique ecosystem for players, participants, and fans.

The BES Token platform will run on top of the Ethereum protocol. The protocol has been built to support decentralized betting and gambling applications effortlessly. The protocol also supports a new generation of third-party gambling applications compatible with ERC-20 smart contracts to deliver a wide range of esports games, engaging content, and knowledge on an open-developer marketplace.

BES Tokens will have a staking mechanism that will unlock the potential for long term profits for holders. In this way our asset will work by generating rewards rather than sitting stagnant in crypto wallets. Staking the BES Token will also have the added benefit of contributing to the security and efficiency by making it more resistant to attacks and raising its ability to process transactions.

Blockchain technology will enable us to position BES Token as a connected platform for the esports gambling industry that creates the most secure and user-focused environment underpinned by reputable and recognized technology.

# Executive Summary

## BES Platform Battle esports coin (BES Token)

The current esports market is largely capitalized by corporate sponsors.

Esports players have only been able to engage in limited economic activities, such as winning cash prizes in corporate-sponsored tournaments and serving as billboards for corporate sponsors.

There are some individual players who use distribution platforms to conduct economic activities by receiving donations, but players feel that the hurdle to monetization is high due to the high fees for donations.

We thought that by making C to C transactions possible instead of the current B to C transactions, the hurdle to economic activity would be lowered.

**BES Token x LIBES is designed to solve this problem.**

Libes can boost the economic activity of players, provide new entertainment for users, and be built for the future innovations in esports and blockchain.

Within the Libes esports platform, users can bet on the tournament matches, give social tipplings directly to players, and purchase players' original NFTs and service NFTs.

Players will be able to receive revenue from these features, which will allow them to perform in a completely different way from their previous economic activities.

Libes' governance token (the BES token) is created for use on the LIBES esports platform and serves as the platform's voting rights.

By decentralizing rights, LIBES aims to become a self-sustaining decentralized organization (DAO) made up of players and users.

# Executive Summary

## BES Token X LIBES

In addition, we plan to offer a steady roll out of betting services on games and other event to provide a new revolutionary forms of entertainment that will distinguish our platform and suite of services from those of conventional bookmakers.

While the delivery of top-flight bookmaker services will be a mainstay of the Libes platform will also be a Libes revenues. These will come in the form of social tipping much like Super Chat on YouTube or LIVE Gifting on TikTok in on top of traditional advertising forms of revenue. Bookmakers can be sponsored at any time.

For example, the distributor will hold the odds on the stage of his/her own game, and the viewers will bet on the win or loss. As mentioned above, 80% of the funds will be allocated to users, 15% to distributors, and the remaining 5% allocated to platform operating expenses.

This will also be used as a platform for grassroots competitions. It's free to use, and we plan to implement tournaments, the participation of esports leagues, and Swiss draws for a wide and exciting array of game types.

# Executive Summary

## Esports and bookmaker

**The intersection of the two most popular forms of entertainment, esports and gambling, with the advantages of the blockchain**

Esports gambling represents a huge new revenue stream. The potential for regulated esports gambling is high with the global gambling industry is on tract to reach 1 trillion dollars in sales by 2022!

At the end of March 2020 amid the first wave of the COVID-19 shutdown in the US an esports record was broken when 1.3 million broadcast television viewers tuned in to watch NASCAR drivers compete in a virtual race. As a result of the amount of time spent online, purchase of new more powerful PCs and the advent of 5G, the consensus that COVID-19 and the advance of technology will be a boon for the esports industry has been established,

Yet despite the overall positive outlook there have been indicators that point to a decrease in investments by private equity firms in esports due to an inability to hold large-scale events. Under this cloud, enter gambling representing a huge new revenue stream that BES will realize for the industry. With almost no traditional professional sports to gamble on, the early months of the pandemic saw a rapid spike in both the approval of esports for the first time by major betting regulators and, of course, the subsequent placing of legal bets – thereby opening another potential revenue channel for the industry.

In 2020 the esports betting site Luckbox reported a 54% increase in new player registrations and, over the next month, the Nevada Gaming Control Board granted approval for sportsbooks to take legal wagers on matches for ESL Pro League, Call of Duty League, and several other major esports properties setting the foundational framework for the industry's future.

# Overview

## Traditional Sports Will Increasingly Look to Esports

With pro sporting events being opened up behind closed doors or with limited crowds, sports organizations around the world from the LA Lakers to Manchester United spent 2020-21 increasing their Esports presence.

Esports is becoming a common culture with the growing social demand for live streaming. We anticipate the advent of 5G and a rapidly advancing AI technology algorithm to heighten accessibility and user enjoyment.

### Revenue

Global esports revenue grew US\$1.2 billion in 2020 a year-on-year growth rate of +15.7%.

### Audience

Esports audience grew to 495 Million in 2020, a year-on-year growth rate of +11.7%.

### Betting Market Growth

Esports betting market size is expected to grow from the years 2020 to 2025 with a CAGR of 13.1 percent.

### Sponsorship Growth

By 2020 an estimated US\$1 Billion will be spent on esports media rights and sponsorships.

### Value proposition

Esports tournaments for games offer millions of dollars worth of prize pools, and they just show how competitive and lucrative the esports industry is.

### Growth in the UK

In 2020 the UK Gambling Commission reported that the growth rate of esports betting reached an astounding 2992 percent in just 12 months."

### Viewership

In 2023 total viewership is expected to reach 650 million people.

### Target mindset

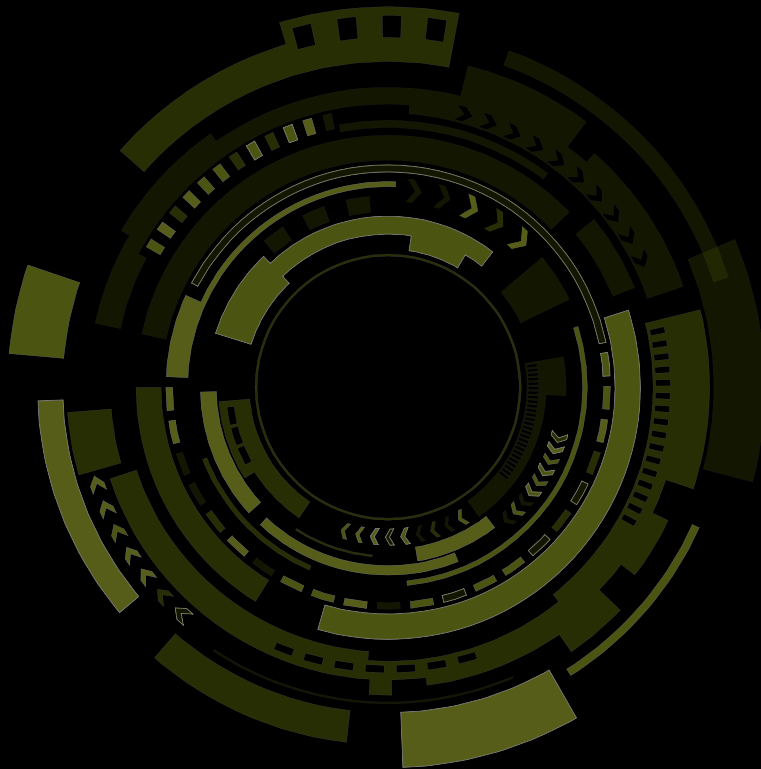
Younger audiences are increasingly disengaging from TV and esports and gaming is the vehicle to engage with younger demographics.

### Growth Background

Pre-COVID, it was estimated there were approx. 170 million esports fans that rose to 250 million during the pandemic.

# Brand Purpose

REVOLUTIONALIZING esports market by enabling  
P2P transactions between players and users with  
leading-edge blockchain technology



# Value Proposition

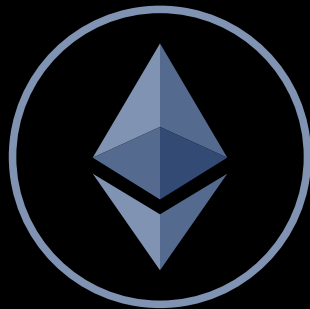
## The Case for LIBES/BES Token

**McKinsey estimates that 70% of the value created by digital comes from transforming existing businesses**

Japanese companies strategically position themselves to maximize their “late starter advantage” by learning from successful cases in digitally leading countries and then tailoring these techniques to needs of the market.

# Platform Technology

## ERC-20 Token



ERC-20 tokens are digital assets that are created by organizations and tech-focused companies. Each token has its own specific utility. In the case of LIBES, the utility created enables receipt of revenue from the project, a voting right. We provides the usefulness of a governance token used in Libes. By a combination of blockchain and layer 2, we can provide solution for the problem of rising gas prices.

# Research

## Global esports Betting Market

An article in Talkesports said that MarketInsight Reports stated that the global esports betting market size is expected to grow from the years 2020 to 2025 with a CAGR of 13.1 percent. With that, the value of the esports betting industry alone is forecasted to grow as big as 13.05 billion US dollars by 2025.

\*<https://www.talkesport.com/inothernews/the-rapid-growth-of-the-esports-betting-industry/>

# Target Market

Our target markets for esports gambling will be worldwide. However, once the license is approved, we will capture most target players and interest from the most robust markets in Asia starting with China, Korea, and Japan followed by the United States, and Europe.

Most governments around the world allow or do not prohibit esports gambling. Singapore is by far one of the most accessible jurisdictions for licensing, with over XXX online gambling companies registered. As a result, BES Token will cover Singapore-licensed countries as well as join regulated markets by obtaining their local licenses.

With the expansion of online gambling and the increasing popularity of esports we aim to present a very interesting entertainment proposition to our target markets.

# State of the Market

## JAPAN

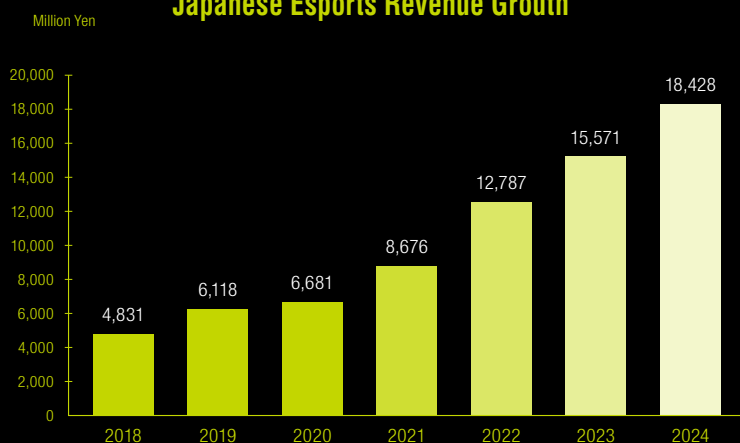
### Lift off in Japan

Gaming has been one of the driving forces behind the growth of the content industry in Japan. Esports is currently the key figure of the gaming industry and expectation for its growth and influence as a driver of the gaming economy is rapidly increasing.

A powerhouse of the game industry, Japan has lagged behind in the esports business. One reason was the focus on console game which diverted resources from the development of PC games which is the mainstay of the global esports scene.

Japan's potential and competitiveness to outperform other esports-developed countries is in its nascent stages and the outlook for growth is robust. In fact, Japan's latent capacity to dominate this category of the gaming world is expected to set the stage for expansion at home and abroad.

#### Japanese Esports Revenue Growth



出典: ファミ通

※2021年以降の数値は、2021年4月時点での予測

In 2020, domestic esports market size grew 109% YoY to 6.68 billion yen. In 2024, forecast to expand to over 18 billion yen.

# Challenge & Solution

## Enhanced Trust in the System

### Problem

The history of distrust ranges from:

- Underpaid payouts
- Manipulative odds, etc.
- Rigged systems, fraud & cheating
- Long pay times



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### Solution

Eliminate issues of trust so gamblers so can focus on the joy of esports and thrill of the games!

- Tool for recording keeping
- Ensure there is no rigging
- Every payout is done appropriately, on time.
- 100% encryption of operations

# Challenge & Solution

## Security

### Problem

Gambling sites hold risks of:

- Malpractices
- Lack of randomness
- Theft of personal details
- Diversion of winnings



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### Solution

These are issues that can be checked on the blockchain.

- Personal information protection
- Prevention of random theft and info shared for public consumption
- Users tied to their wallet address and secured with a cryptographic protocol

# Challenge & Solution

## Transactions

### Problem

- High fees, commissions, and payments
- Low latency, time lags
- Rising gas fee



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### Solution

- No commission or transaction fees
- Speed of transactions, faster than traditional banks
- Processing in Layer2

# RISK

## Risk of private key loss:

The user should be well aware of the blockchain and its processes. Thus, you should acknowledge and accept that your information, such as private key(s) and password(s) is essential to access your wallet and thus the ERC20 tokens. If you lose your private key and/or password, you will not be able to access your wallet and tokens, and thus you will lose all your tokens permanently.

## Risk of theft & attacks:

Users shall acknowledge and accept that, despite the blockchain being a very secure platform, there is the possibility of risk of theft, cloning and staking attacks, malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Any such successful attacks can result in loss of ERC20 tokens, improper functioning of software, irregular transactions and/or improper smart contract computations.

## Risk of incompatible wallet services:

ERC20 tokens are Ethereum compatible; thus, you shall first ensure that you own a Ethereum-compatible token wallet or else you might lose access to the tokens you buy, and the company will hold no responsibility for it.

## Risk of losses not insured:

Unless you obtain private insurance for the ERC20 tokens you hold, they are otherwise uninsured. Thus, we can offer you no recourse on the loss of ERC20 tokens or their value.

# RISK

## Risk arising from taxes:

There are no certain tax characterizations of the ERC20 tokens, thus the contributor shall refer to his/her tax advisor for the transfer, usage and storage of these tokens. The customer shall be well aware of the tax regulations including withholding taxes, transfer taxes, value-added taxes, income taxes and similar taxes, levies, duties or other charges and tax reporting requirements applicable in their geographical area. The contributor shall bear any loss resulting from not adhering to applicable tax regulations and obligations.

## Unanticipated risks:

The contributor acknowledges and accepts that there might be unexpected risks other than those mentioned in this document. And that in case of any risks affecting the growth of the company or the utility of ERC20 tokens, the contributor will bear the loss and the company will not be liable to compensate him/her for the losses.

## Legislative risks of the gambling market:

Despite the fact that the legislation in most countries concerning gambling is written and applied, we do not exclude the fact that there may be any changes in certain countries and jurisdictions that will impose certain restrictions on our users.



Libes

Liberal e-sports

Libes Liberal e-sports / e-sports Platform

# Feature

## NFT platform to create high added value A Platform for Fan Service

Every time Apple launches a new product, Apple fans queue up to get their hands on it.

Next generation of collectors. A platform to make unique esports collectibles around esports stars, gaming influencers, games that people are excited about.

Partnerships with event organizers

Largest game publisher – Tencent. Partnerships with influencers

We believe in the future of the metaverse. Make sure that in the future that we are the go to platform for esports collectibles.

The NFT platform in the next generation simplify collection of NFT by handling NFT of various fan services in Libes, and putting layer 2 together with a block chain.

# Influencers

## New Normal Millennials

Millennials with a playful spirit who can enjoy the mundane

### Characteristics

- Age: 10s~30s
- Students / temporary workers / Office workers
- Enjoying smartphone game.

### Lifestyle

- Highly motivated to consume / highly sensitive to information / excellent skills in recognizing value.
- In their busy life, they value my alone time.
- In the Corona vortex, too, they have incorporated ingenuity into our lives to make life more enjoyable.



**LIBES will work with the millennial influencers of esports in Japan and the Asia-Pacific region to become a leader in Asia and create a global P2P platform for players and users.**

# Libes as DAO

## DAO (Decentralized Autonomous Organization )

### Technology

Libes will design a multi-wallet system that will allow for the storage and use of different cryptocurrencies via blockchains through close collaboration with the software provider that will be used in the early stages of the project. This difficult undertaking will demand more advanced security procedures to protect the wallet and platform, but Libes feels it will be worthwhile because of the usability and flexibility it will bring customers.

Libes is organized as a DAO (Decentralized Autonomous Organization), so its rights are also decentralized. We aim to gain not only trust in the management company, but also trust as a DAO.

Libes' governance token, the BES token, will be able to receive Libes' revenue and will be able to vote, which will create demand and lead to decentralization.

### Social Implications

One percent of the proceeds from Libes will be donated to charity. While some countries have governmental support for esports, many countries, including Japan, do not yet have any public financial aids for esports. Libes aims to reform the esports industry by providing support to the next generation of players. Our vision for the future is to support the global esports market by donating game consoles to educational institutions around the world.

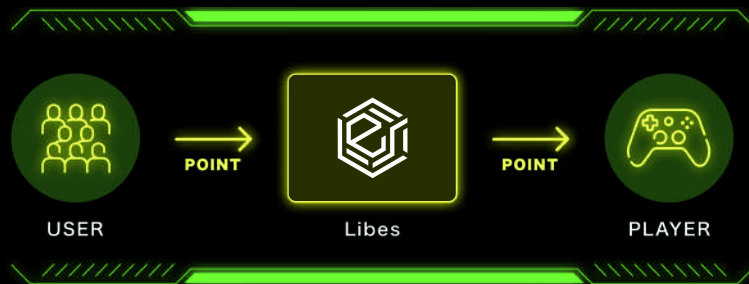
# Function

## ◆ Betting

Users can bet on the winner of a match. 80% of the betting money will be returned to the user, 15% will go to the winning player, and 5% will go to operating expenses.

## ◆ Gifting

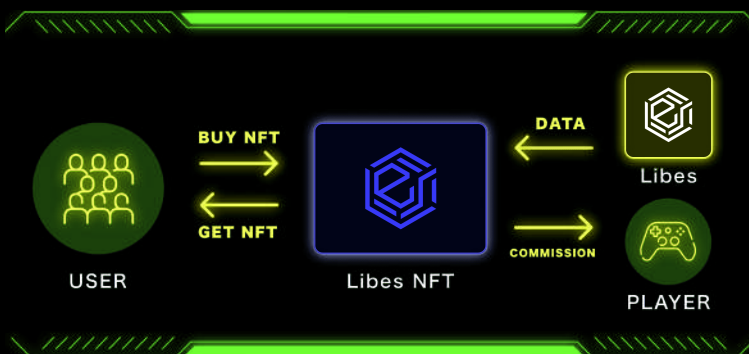
Users can give directly to players. The players can also receive the giftings for free of charge. Since the fees are lower than those of other distribution platforms, we expect players to send customers to Libes.



## ◆ NFT

Players can sell their own NFT. If purchased, the amount will be distributed 70% to the player and 30% to Libes.

Various items such as trading cards of players, the right to play games with them, etc. are sellable.



# BES TOKEN



## BES

### Token Value

Libes business model is based on ensuring high demand for BES Token. The business management at Libes understands that one of the primary benefits is its decentralized model. While token holders are not stockholders, they still may have a genuine interest in the company's success. A successful business means a high value token, as well as an excellent portfolio and gaming opportunities for investors.

With staking in place, users can also earn income gains.

### Token Privileges

BES tokens are the governance tokens of Libes and are used to purchase points for internal use. In the early stages, 15% of the tokens will be issued on the market, and BES tokens can be obtained by participating in staking and earning rewards for contributing to Libes.

Since the additional tokens are not be issued, there are likely to increase in value due to demand.

There is also the benefit of ownership as 50% of Libes revenue is returned to BES token holders. Libes token users will be able to deposit tokens, as well as other cryptocurrencies and fiat, to begin playing during the platform's early phases of operation.

By leveraging the latest blockchain technology and secure and transparent gaming bookmakers, BES Token is "ahead of the curve".

The BES token is set up for both short and long term success in the two most popular and growing entertainment (esports and bookmaking).

# TOKEN INFORMATION

【Token name】

battle esports coin

【Ticker symbol】



# BES

【Total supply】

100,000,000,000

【Smart Contract Address】

0x805856f176625843d14097017618E224F4607D2D

# TOKENOMICS

## JPY 1 BILLION TOTAL SUPPLY

**Ecosystem** 40 billion  
0x76EB75d66CF1722c96d7c625f10d7111A5007aFA

**Initial Liquidity Offering** 6 billion  
0x5EED7f06d447D52050A5eA0721cc7a92F09eC79e

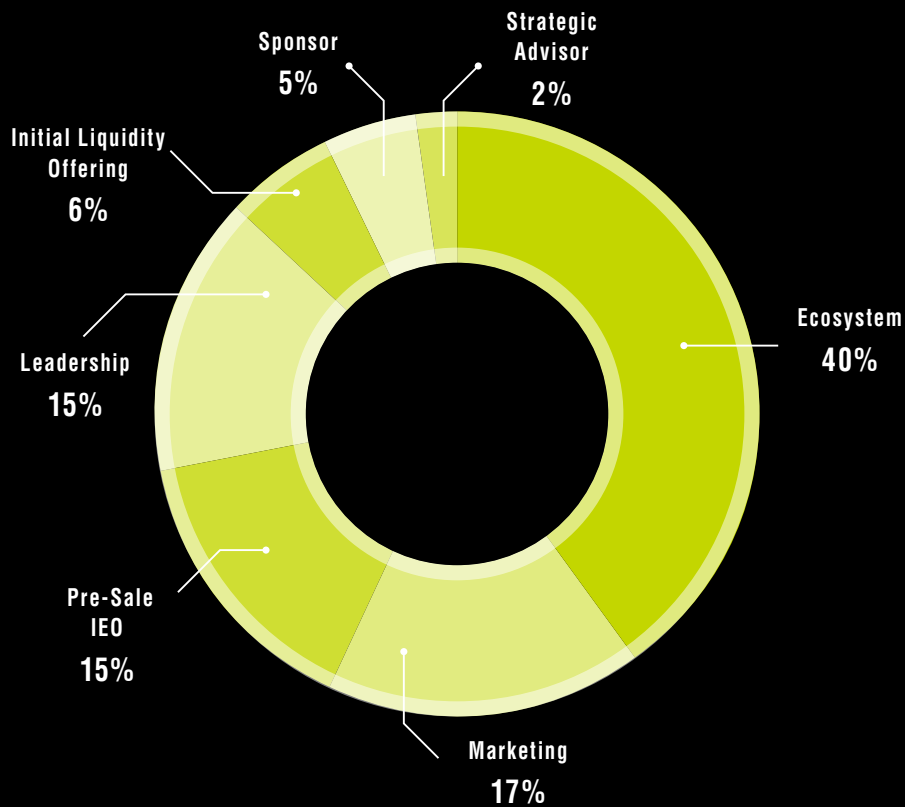
**Marketing** 17 billion  
0xd56eD780BA3b03A48eD2A4bd3693a9EDe3faf47F

**Sponsor** 5 billion  
0x9c26336cA0cAeE8D15A82d15B49a846B9e274543

**Pre-Sale / IEO** 15 billion  
0xe60ef75e2dDBCDBb823FDfeD76e453fCde0214FD

**Strategic Advisor** 2 billion  
0x58940E69EBD1beae429E6b01b210352c21Bd297A

**Leadership** 15 billion  
0x33B49C72992D3230e2b0FEA1958929AA23E66d5B



# Token Applications

BES tokens will fulfill several purposes within the esports gambling ecosystem. They will serve as in-game currency and will have exchange value inside the LIBES esports betting platform. Players can purchase BES tokens and place bets on esports games as well as enjoy additional benefits from staking, tournament attendance, and engagement with the influencers defining the esports scene!

We are implementing a DAO and reward mechanism that will let users earn BES tokens for engagement and contribution within the ecosystem including the creation of NFTs, purchase of goods, gambling on tournaments.

A unique cashback feature will wield additional benefits in the form of extra BES tokens when players settle payments or make wagers and bets on different esports games. They will receive a percentage of the money they have paid or lost; Users who actively participate in the esports ecosystem have many advantages, such as higher staking rates.

# LOADMAP

The pinnacle of Japanese management and engineering capability!

## 2021

- September XX- Libes project starts
- October 11- Sponsor Contract with KNIVES OUT Pro Contract Team XeNo
- October 27-29 Entry to 2nd Blockchain EXPO Tokyo Autumn
- November 1 - XeNo official esports tournament management rights contract
- November 14-15 Award winning  
at Blockchain Economy EXPO in Dubai
- December XX- IEO  
Libes sponsors the esports competition in Mongolia

## 2022

- January 10- Hosting of Libes sponsored esports tournament  
Libes beta launch  
BES Token To be listed  
Announcement of statement on activities to contribute  
to the esports industry and general public
- Late Feb.- The Liberal Cup 2nd
- March 23- Libes Grand Opening  
Ambassadors announced
- April xx- Libes Governance Poll
- May xx- Libes Grand Opening Event
- June xx- Implementation of P2P feature that allows non-professional  
players to hold tournaments
- Late 2022- Libes Block Chain release

# PARTNERS



LIGHTNING ⚡ COMMUNICATIONS

