

EsportsPro(ESPRO)

ESPORTSPRO

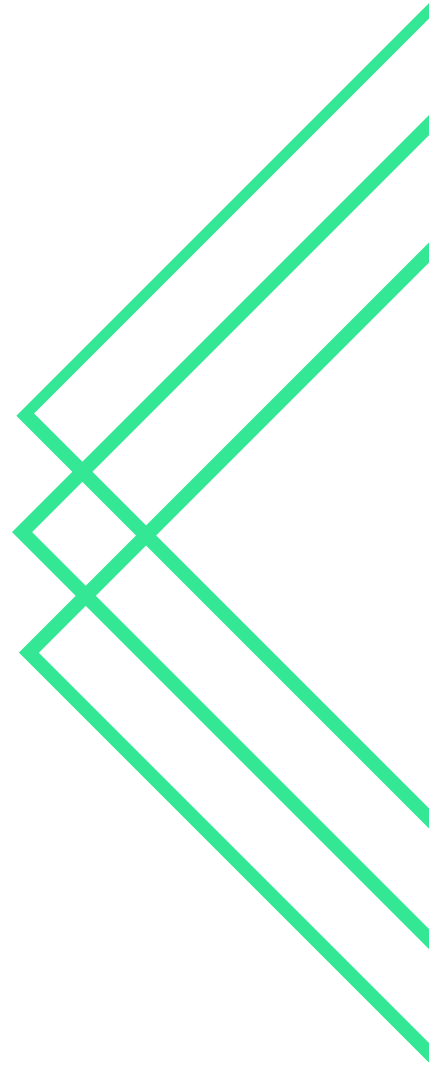
THE GAMER'S PROFESSIONAL CAREER BEGINS HERE



ESPORTSPRO

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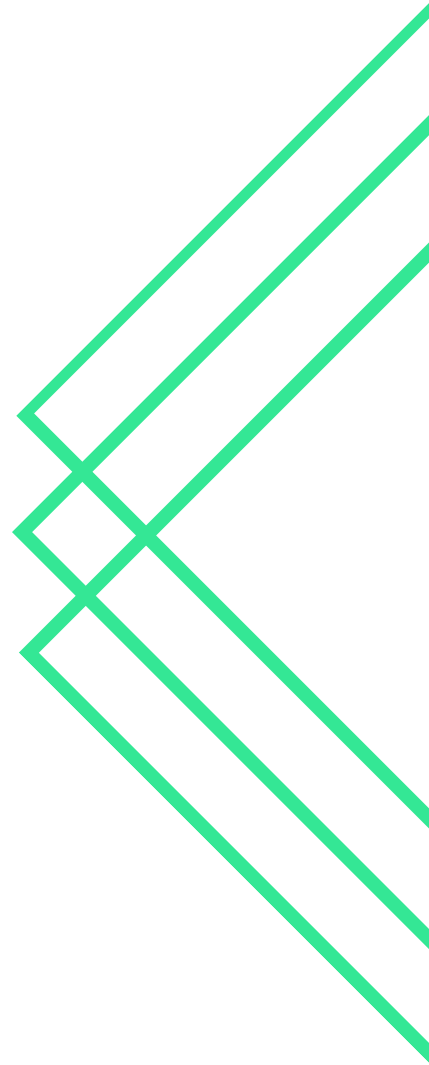


1.ABSTRACT

The online gaming industry is growing rapidly every year. But there are only limited countries, players, games, viewers, sponsors and advertisers involved with gaming events. The current online MMO gaming systems have trust, fair, quality and security issues to deal with as well as real money transactions. The skilled online gamers give up their dreams with the free version of the games without even trying the real money versions. The players don't have long-term career hopes in the gaming industry.

We are implementing the Blockchain EsportsPro.GG platform to the gamers and creating the opportunity to the individual sponsors to hire the skilled gamers, based on their skill levels. No restrictions anymore for gamers and games. We are going to create rewards and achievement-based categories for the gamers to have a fair-play matching system. We want to give the fair-play environment for all the skillful gamers to feel safe and secure on our platform. In addition, we have brought other real time solutions for the gamers to support from our EsportsPro community.

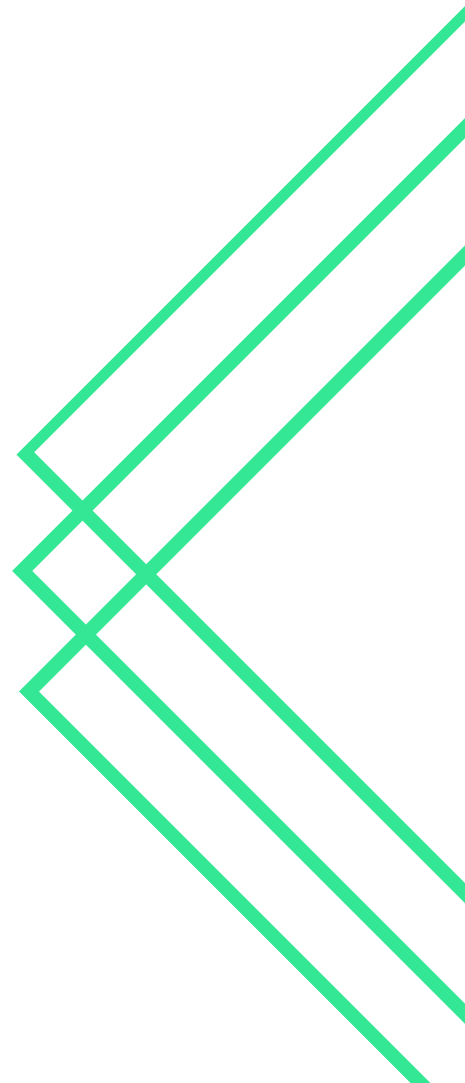
Revolution of the cryptocurrency and the blockchain technology is enabling us to bring up the solution for the gamers/ game enthusiasts/ viewers/ game strategist/ game developers. With the support of the blockchain technology, we are capable of handling the largest amount of transactions, gaming events and players in the secure environment. Unlike other esports gaming events, we are going to diversify the prize pools to most of the game participants to get benefits.





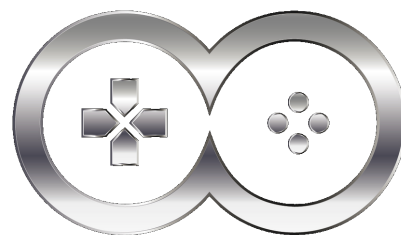
2. INTRODUCTION

Innovation is scary. But this doesn't change the fact that cryptocurrencies are here to stay and change the world. This change is already happening. We see an increasing number of companies across a variety of industries making the first tentative steps in Blockchain adoption. They are realising that there is a pressing need to get ahead of the curve and beat the competition. Primary interest in the sector is coming from tech giants like Microsoft, IBM, Amazon and major Wall Street banks, JP Morgan, and Citigroup. Companies such as Infosys, TCS and HCL are working on Blockchain-based products to support the financial industry. R3 was the first Blockchain company in the financial sector. Founded in 2014, it now leads a consortium of more than 70 of the world's biggest financial institutions and working on a variety of patented projects.



At the moment, there are not many services for building a pure and native peer-to-peer Internet using this technology. Meanwhile, the demand for Blockchain technology in finance and financial services is growing on a worldwide scale, primarily in the developing world. A multitude of economies within Latin America, Southeast Asia and Africa, have strict currency control laws and are seeing consumers flock towards alternatives versus mainstream financial institutions. People who have no bank account are activating over 1 million smartphones a month, simply to use alternative financial services. In terms of entrepreneurial ventures, we have also seen a clear trend in the last few years. Broadly speaking, 2015 was the year when financial institutions and FinTech start-ups discovered Blockchain technology. 2016 was then the year of pilots and first deployments. Following this trend, we project that 2017 will be the year when Blockchain enterprise solutions leave the pilot phase and proceed to commercialization and wide-scale adoption.

We can observe that the large majority of Blockchain initiatives are developed within the same economic mindset of profit maximisation. We believe that the intrinsic characteristics and innovations of cryptocurrencies can be leveraged in order to have a positive social impact and economic benefit. This is at the centre of the EsportsPro as the Future of the Internet where ESPRO is the cryptocurrency to interact and fuel EsportsPro ecosystem. Cryptocurrencies are changing the world. You can either stand beside and observe - or you can become part of history in the making.



ESPORTSPRO

3. PROBLEM

Gaming tournament platforms

Beginner level Tournament Organisers Players and Teams needed to rely on their entry level fee to create the prize pool. Big businesses/ brands focused on the big tournaments. Prize pool distribution delay and players performance stats keeping. There is no existing tournament platform to support the multi-sponsor benefits on the marketing side.

Players, Organisers and Teams

Tournament organisers rely on the tournament participant's entry fee and donations to organise the tournaments. Players and Teams needed to pay to participate for the prize pool tournaments. Small & Medium size sponsors/brands Small & Medium size sponsors and Brands don't have the opportunity to get into the gaming industry. Only big brands like Red-Bull, Nike and other large-scale revenue stream brands involving with the world level tournaments.

4. SOLUTIONS

Expand the market to local business, brands and Crypto industry and allow the small-scale businesses and brands to enter to the market. Crypto projects are interested in sponsoring the gaming tournaments and local businesses sponsorship agreement with the local tournament or team/player will be effective for their marketing budget. Recent Tournaments Organised by Binance with partnered Theta TV (Binance Battle of Asia) don't have a proper tournament platform to manage all the information they have for the tournament, which includes the sponsor's details, player stats and their schedule etc.





5.OUR VISION

Our vision is to create the opportunity for the gamers to have a long-term career. Connect all the esports and skilled games industry in our platform. Our long-term plan is to integrate the MMO, MOBA, MMOFPS, MMORTS and MMORPG games into our platforms. We would like to connect the players to form teams and find sponsors, managers, coaches and advertisers in one place without any hassle. We want the advertisers and sponsors to achieve their goal as well by targeting specific locals, regions and countries, get maximum benefits and allow our brand partners to have direct contact with our players via smart contract agreements and brand their products or services.

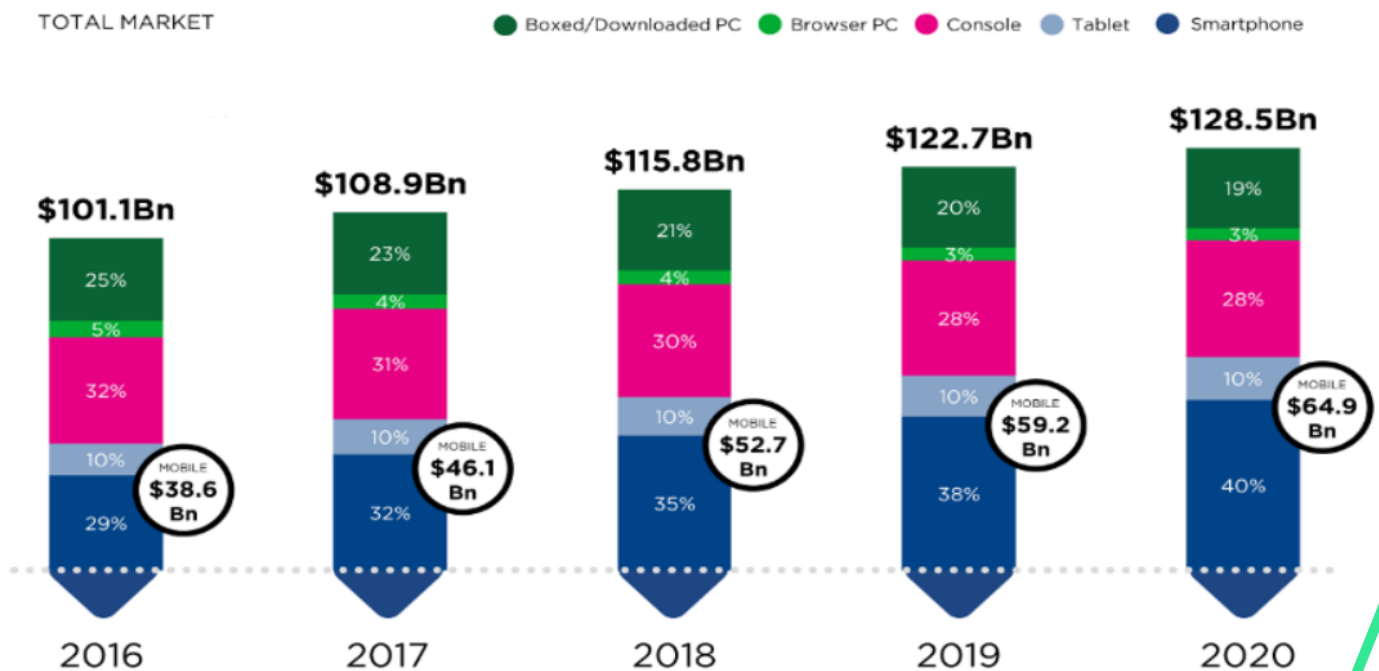
In addition, we want to give the chance to skilled players who don't have the financial support to participate in the competitions or tournaments. We allow our token holders to hire the players and share the profit. We want to allow the highly skilled/high demanding players/teams to create the auction market to hire for the special competitions and tournaments (like EPL players auctions). We will be considering to bring the Non-fungible token (NFT) utilise this gamification model.

We would like to unlock the esports related careers, such as: personal trainers, coaches, mentors, psychologists, event coordinators, shout casters, streamers, and esports entrepreneurs, etc. We believe that, in the future, there will be newer esports games hitting the market, and more players and sponsors wanted to be involved in the industry. By that time, we would like to have a solid foundation for the new industry arrivals.

6. ONLINE GAMING INDUSTRY

2016-2020 GLOBAL GAMES MARKET

FORECAST PER SEGMENT TOWARD 2020



The Asia

pacific is the largest esports region so far and expected to reach \$128.5 Billion revenue by 2020. Mobile gaming market is expected to take over more than half of the total games market in 2020 (Newzoo).

The esports

competitions considered to become a medal event at the 2022 Asian games in Hangzhou, China. Although, international Olympic Gaming committee is considering esports gaming as sanctioned sport for the games. (Business Insider). Even though it's a billion-dollar growing industry, it didn't cover all the skilled games, esports and all regions and countries' participation. The blockchain revolution has opened opportunities to solve the large users scaling and transaction issues to solve the past gaming industry challenges.

7.ESPORTSPRO : HAVING THE COURAGE TO CHANGE THE GAMING INDUSTRY



On January/7/2018, the total cryptocurrency market cap reached an all-time high of US\$ 795 billion. The future is bright, and we are in the slow-moving period. This is the opportunity for all of us to learn from our past charts, the investment and to educate our crypto knowledge. Cryptocurrencies are entries about tokens (coins) in decentralized

consensus-databases. They are called cryptocurrencies because the consensus-keeping

process is secured by strong cryptography. Cryptocurrencies are built on cryptography. They are not secured by people or by trust, but by math and software. The probability of an asteroid falling on your house is higher than that of a EsportsPro address being compromised.

The three main issues cryptocurrencies solve are:

1. National currency creation is based on debt creation. Most cryptocurrencies are created through value creation.

2. Banks are the creators of national currency supplies. Cryptocurrencies are owned and controlled by the communities that use them.

3. Most banks invest their liquidities based on no other value other than profit maximization.

Cryptocurrencies are created to support specific projects. In our case, EsportsPro.GG is focuses on the technologic Future of the Internet. Despite the cryptocurrency market volatility and uncertainty about regulation, this trend is not going to go away because of the freedom, free flow of funds and the ambiguity. The fundamental elements for crypto investment have never been better. The US government is supporting innovation and only cracking down on the illegal activities.

Despite mixed signals, China, India and South Korea are not “banning crypto”. Blockchain jobs are the second fastest growing market and offer salary premiums. Finally, it's hard to compare in an equivalent manner as other asset because, it's a completely different prospective. It's every individual's responsibility to update their knowledge and apply in this free market.

8.DECENTRALISING GAMING INDUSTRY



The gaming industry relies on several systems that go through the central authorities. The blockchain technology have the capability to disrupt these for better or worse. There are main reasons the blockchain technology is better for the gaming industry. First, secure and flexible transaction options will allow our users to feel protected and comfortable on our platform. These transactions on our EsportsPro platform will be made by smart contracts and it is transparent, which enables us to solve fraudulent activities. The other main reason is the data sharing feature, which increases the transparency and makes it a more secure in platform efficiency. This technology will allow the user's data such as Scores, leader-board, achievements, rewards, etc. It will not allow for manipulation and changing of data.

Every year, the online gaming users increasing rapidly causes problems for the game developers to maintain gaming performance. If the site infrastructure is not capable of handling the heavy server workload, the site will delay responses and be more likely to crash during the download. Similar situations have occurred in the past when SimCity was launched. This was not the only incident. We believe that kind of incident will be heavily reduced by blockchain technology.

We expect that the current crypto-currency and esports market boom will begin a new era in human history. As we have already begun to see, the blockchain technology is starting to open up new opportunities, and we are still at the beginning of the blockchain and esports revolution.

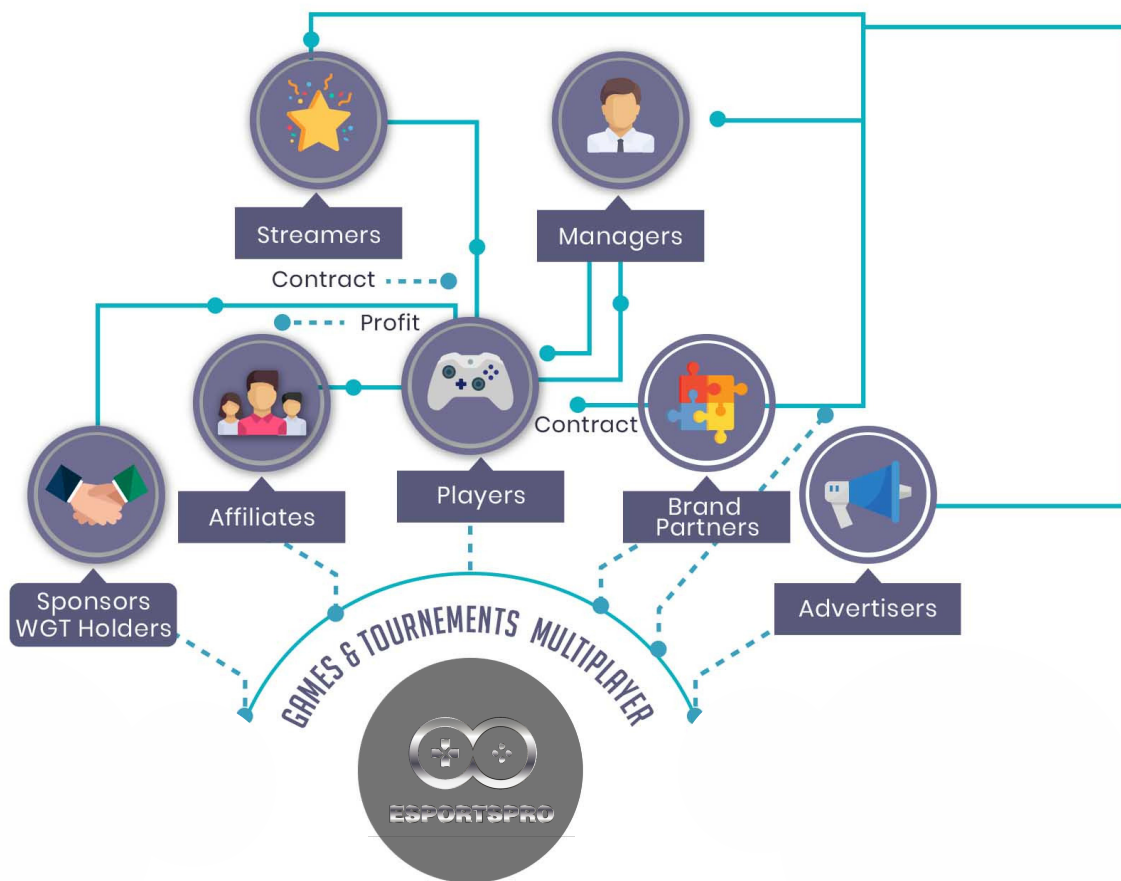
9. CHALLENGES AND ESPORTSPRO.GG ACTIONS



We will face ethical problems similar to traditional sports. We will monitor the suspicious behaviours, unfair methods, including but not limited to, opening and/or using multiple accounts, altered hardware or software assisted play, sandbagging, harassment of the other participants, etc. Any of the reported incidents from our feedback system will be taken up for further investigation and if they are proved as guilty, will be banned from our platform. If we collect further evidence or proof, then they will be taken to the local or applicable jurisdiction and their account will be locked. We will have a feedback and review system to monitor the player's suspicious behaviours. According to the review system, we will have certain levels of restrictions to enter the games/tournaments to allow them to participate. We will provide a fair and secure environment to our users. Further details about abusive or suspicious behaviours and users' terms & conditions will be updated to the site, before we launch our platform.

Our EsportsPro.GG platform users and partners transactions, agreements, sales and other services will be automatically handled by the smart contracts. However, in some cases, our monetized system will make sure the fair-play results will distribute the funds. The esports and skilled professional gamers have financial hardship with their job security, fair compensation and an appropriate infrastructure for long-term careers. More gamers like to have different game options to play for real money, but there are limited games available to compete with, limited price pools and limited events. To overcome this, our EsportsPro.GG platform will enable a large variety of the investors/sponsors, and our own game portfolios will allow players to choose their preferred games.

10.OUR PLATFORM



The EsportsPro platform is breaking the financial barrier to form the esports team in the industry, and create an opportunity for more competitions for the esports players and teams. EsportsPro.GG platform provides the opportunity for small to large sponsors, investors, players, and teams to take a share of the billion-dollar industry. Our EsportsPro.GG gaming platform is built on Ethereum blockchain technology. We have created the REAL TIME SPORTS PLAYER's experience to our platform players, which they will get direct engagement with their game managers and sponsors. This platform will ensure real time sports environment for esports and skilled gamers.

This platform will allow the players to choose the games, team to join or form, challenges, tournaments, managers and game entry fee, etc. According to the players' achievements and skills, they will be on the leader-board and it will allow our token holders, managers and sponsors to engage with the players and the platform will make sure privacy is protected from each engagement.

This blockchain platform will ensure each game and event is conducted by fair play. Payment and transactions will be integrated, and any reported issues will be investigated and solved fairly. Our platform will serve as a one ecosystem for esports players, team owners, sponsors, advertisers, esports-entrepreneurs, and enthusiasts. This platform is not only allowed to form the team and play, but is also going to allow the players and teams challenge themselves in H2H matches for real money. Our platform will be more of a competitive environment than a mere esports team formation platform, because, gamers love competitions more than anyone else on this planet.



11. TRADITIONAL ESPORTS TEAMS & OWNERS

Esports enthusiasts/entrepreneur who would like to own an esports team have to face lots of challenges to own the team. The main challenges are Financial support and Funding, Sponsorship's, Management Team, Player Contracts and Public Relations. Our platform not only allows users to create the team, it also allows the teams/players to challenge the opponents to play for real money.

11.1 Funding and financial supporting

The EsportsPro.GG platform is going to make the funding method so easy for the team owners/managers. That means the team owners/managers no longer need to rely on limited sponsorship options. Actually, they can get multiple sponsorship to pay off the team expenses, and follow the traditional funding method. On our platform, we enable the options for the small to large investors to connect with the entrepreneurs. Every start-up will struggle to show their talent without a track record. We totally understand the struggle of getting the first sponsorship for a team/player. Therefore, EsportsPro.GG platform will allow users play free games, and keep up the records in the team/player portfolios. We believe, this will be boost to the team/player's chances of getting sponsors.

11.2 Management team

Management teams will be available for hire from our platform and the manager's statistics will be available for access and hire for your teams.

11.3 Player Contracts

The blockchain technology and our platform eliminates the workload of the paperwork for the players, teams, managers, sponsorship, and owners contract agreements by using smart contract.

11.4 Public Relations

The public relation headache will be much more reduced by the EsportsPro.GG platform to simplify the process of finding sponsorships, and branding the team. However, social media and other marketing tools will be available for their own promotional purposes.



12. TRADITIONAL ESPORTS TEAMS & PLAYERS

Traditional esports teams and players can follow the traditional esports salary system, and raise funds for the prize pools. Your statistics will be available on our platform and your team fans/investors who live miles away from your location can be interested, and give financial support.

13. VIRTUAL TEAMS & PLAYERS.

On the other hand, the traditional teams/players can challenge the opponents for the H2H challenges with their funds or with the support of the sponsors/fan's fund. The available players/teams for the challenges can be filtered by available date and challenge amounts.

14.FRANCHISING & SELLING TEAM

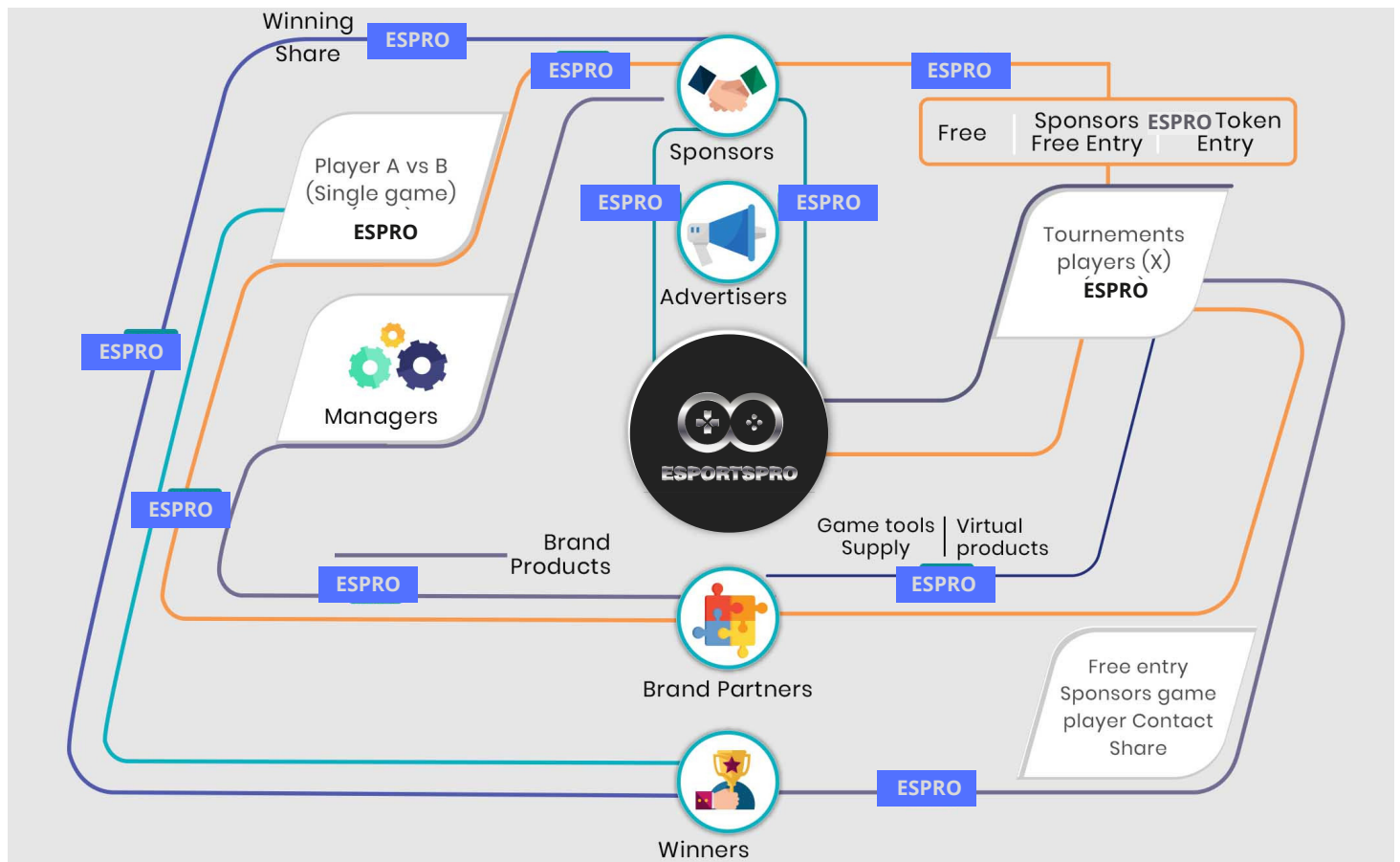
Virtually, the esports enthusiasts and entrepreneurs who would like to form the esports team are able to find the esports professionals and enthusiasts on our platform. In addition, they will be able to have similar features as traditional esports teams & players. The H2H competitions by the EsportsPro.GG platform will have more features for virtual teams and players. However, the traditional esports teams can use these features too.

You can build the team or own the player(s), and franchise your team/player(s) to another owner for the season or you can sell your team to others. The teams and players' value will be evaluated by their performance monthly/yearly, and the value of the team/player(s).

15. ESPORTSPRO.GG PLAYERS/TEAMS VALUATION

Our EsportsPro platform players/teams will be valued by the esports experts and analysts. The evaluation will be updated every month/year and listed on the Leader board. The process for the evaluations will be based on historic cost, replacement cost, market-based cost, and some other performance factors that will be considered during the valuations.

16. OUR GAME PLAN



The gaming system will allow players to compete with other players by manual selections. the players willing to challenge manually with available online players or invitations can be sent along with setting the date and time for the challenge. The competitions will be played for real money by using the EsportsPro Token (ESPRO). Each user will have their own privacy settings to allow other parties to contact or join the team. In addition, the game managers will also be involved with the games, tournaments and competitor selections. The sponsors will be able to access the selection criteria as well.

Each individual/team event and managers/brands/sponsored involved event transaction will be calculated automatically and reviewed by fair-play and smart contract agreement and the winning share will be distributed to their accounts. Our EsportsPro.GG system will monetize the games and tournaments to make sure the fair play results.

Customising gaming tournaments and teams will allow advertisers/brands to target the local audience. This will be a good catch for the promoters and we will have some other additional features to have direct contact with the winners and sponsored players. All of the agreements and transactions will be signed by smart contracts and on some exceptional occasions, EsportsPro.GG feedback/monetize team will monitor the events or the tournaments.

16.1 Sponsors

The sponsors can be anyone who owned ESPRO. They don't need to be a brand or advertiser. They can hire the players and play for them and share the profit from the players earnings. On the other hand, they can create/customize the tournaments and can sponsor the Free/Token entry tournaments.

16.2 Advertisers

The advertisers will be able to host their own tournaments and will be able to use their brand or product or service name on the game templates. Self-integration tools and support will be available for our own developed games. This advertising method is a cost effective and more efficient way to promote the brand over the TV and CPM ads. As the second option for the esports tournaments and challenges, tournament names can be created from the product or service names.

16.3 Branding Partners

Branding partners will sponsor gaming equipment from game stores and the players will use their logos on the equipment and their profile portfolios. The sponsored players or teams will be able to sign the agreements through the smart contracts. The agreements can be able to arrange for products to show it through the players' streaming videos or to use it in the player's profile page. More features will be discussed on the contract agreements.

16.4 Managers

Managers will be a strategist for the gamers to give advice and choose the games/players for the competitions. Players and managers will have contracts and profit share agreements. Managers will be able to have more than one client and career development opportunity. Their rank also will be available on the portfolios to select by players/sponsors/ brand partners. They will have the real-time gaming experience as well.



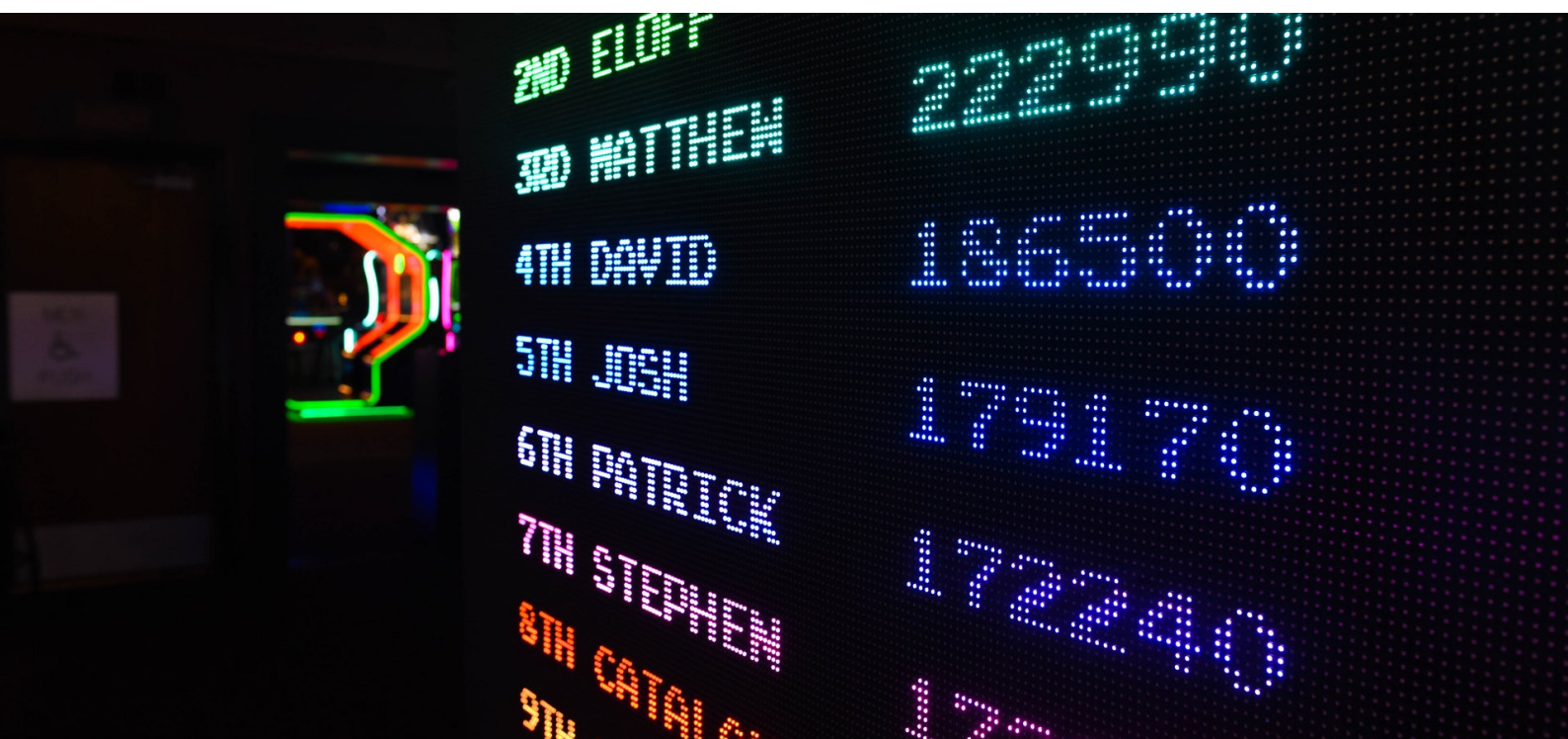
16.5 Token holders

The ESPRO token holders will have the same features as sponsors on our platform. They are more likely to own the esports teams, give funds to the entrepreneurs and the players, and organise the tournaments, etc. Our ESPRO token holders will be able to hire the managers or connect with the entrepreneurs on our platform by user friendly searching and filtering options.

Once the investors hire the managers, the managers will do the rest to form the team or hire the players, etc. ESPRO token holders will have an option to keep the teams/players for single H2H matches /season/ long term contract basis, and profit-sharing options will be available as well. In addition, the holders of ESPRO token can connect with the esports entrepreneurs who have a passion in the industry to own the teams/clubs. There wouldn't be any paper work or major legal costs or time consumption. Everything is in our ESPRO platform, and the agreements will be finalised by smart contracts.

16.6 Viewers and Streamers

There is a new trend becoming popular in the esports gaming industry by viewers. In 2017, the number of esports gaming viewers were 143 million and expected to reach 250 million by 2021. Viewers are only focused on the esports main events, which are organised at regional and global levels. In 2013 worldwide, 1.3 billion hours were spent to watch esports video streaming and expected to reach 6.6 billion hours by 2018 (Statista). Around 57% esports viewers come from China and at least 6 million viewers are university students. In this industry, streamers earn up to \$100,000 based on their livestream broadcast alone, but the current best streamers make \$300,000 or more per annum (Forbes). The popular streamers make their income on YouTube, livestreaming and guest appearances, or sponsorships. Nowadays, Twitch, Theta (Blockchain) and Ustream allow one-man broadcasting shows and streamers to make a living from gaming.



17.OVERVIEW

Most of the online gamers stay away from the real money games because of the trust issues with the gaming providers. Insufficient information about the game providers and fraudulent activities and mismanagement incidents from the online gaming history make more gamers not trust online, real money games. The gamers never know if the online games are monitored and whether players are treated fairly and with integrity. There are vulnerabilities in the centralised, real money transitioned games.

The blockchain technology based EsportsPro.GG platform eliminates all the security, trust, identity and fairness issues. The EsportsPro.GG platform-based game developments are fair, transparent and can be publicly monitored. EsportsPro.GG ensures that our players and user's privacy will be protected from our system.

The esports and skilled gamers needed to wait for the regional or world events to compete for real money. The other esports games don't attract all the gamers and have more restrictions. The indoor table games and small-scale multiplayer games are out of their league from the real money competition. We target all varieties of games and allow real-time entertainment to the players.

18. TECHNICAL INFORMATION

EsportsPro.GG will use DLT (Distributed Ledger Technologies) such as blockchain to (a) establish a transparency and fairness of opportunities along the users of EsportsPro (b) provide a smart advertising service based on tokenizing privacy and data management via hashing. This will enable the trust, secure and fair play environment in our platform. Inside our user base, there will be different parties involved such as managers, advertisers, sponsors, etc. They will be able to sign the agreements via smart contracts. During our final development process, we will update the other smart contract details as well. Our blockchain infrastructure is built on Ethereum ERC-20 standard. Further technical information, we will release in our technical whitepaper.

ERC-721 tokens can be used to provide a premium user access. ERC-721 can provide crypto collectibles to the users, therefore user status can be upgraded by holding a crypto collectible (eg: A trophy).

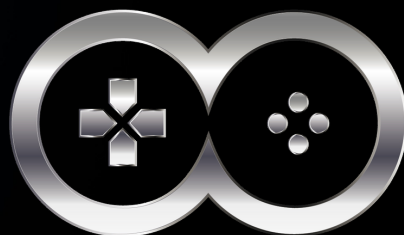
ERC-900 tokens provide a staking interface which brings a staking system for the EsportsPro.GG platform. Therefore, the user can stake ESPRO to (a) generate more ESPRO to attract popularity on the platform (b) paying a premium access to the platform.

19.CRYPTO COLLECTIBLES (NFT) TOURNAMENTS AND USAGE ON ESPORTSPRO.

The platform will allow the NFT tournaments as a prize pool and as gifts. The users will be able to set their crypto collectibles as a tournament prize. On the other hand, EsportsPro will organise the EsportsPro branded NFT Trophies tournaments. Each verified player will be able to create their own profile as their own brand (NFT collectible) image and will be able to set it on auction on our platform or sell it on other NFT trading platforms. In this case, players/teams/organisers needed to verify their profile and must have gone through the KYC process. After that, they will be able to create their name as a brand NFT collectible and can sell it on auction. We will track their market value and list it on our leader board each year as their valuation. This is only for the entertainment purposes for our users and it won't represent their actual valuations but each time when their personal brand name traded, they can get the commission from the sales. The NFT collectibles will be able to donate to fans and players as gifts. The players/ teams will be able to do auctions or resell the collectibles and can make small profits.



「
**NON-FUNGIBLE
TOKENS**
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20. OUR REVENUE MODEL

The revenue model is based on multiple streams. Our EsportsPro.GG income stream is focused on players/managers commission, brands and advertisers. Our EsportsPro.GG expert team will work hard toward that goal of reaching our target in each phase. Bringing more games, esports entrepreneurs, players, and sponsors, will increase our user base and it will increase our token usage. Our EsportsPro.GG gaming platform creates the opportunity for competitive environment for esports players and opens the opportunity for sports related careers. Unlike the other gaming providers, in the EsportsPro.GG system, we provide additional options for the sponsors (ESPRO users/holders) to support the skilled players and share the winner's profits, creating a Win/Win situation. That model will encourage more players to join and grow the ESPRO community and enable us to grow even more. Advertisers, players and sponsors have an option to create their own league with their own league names. It will enable more sponsors and advertisers to grow their marketing. In addition, Players/Teams/Organisers will have access to create subscription plan for themselves and can prioritise their services and EsportsPro will have the subscription plans and will give priority options such as listed sponsors insights, early accesses with the priority tournaments, no fee on tournament fee and many more.

There will be a donation option for tournaments, subscription plans, marketplace transactions, sponsor listings and other features will be considered through our process. Adding further, the big-brand sponsors would vie for our crypto coins which eventually create a big lead to the sponsorship money to our platform i.e. More money = more tournaments = more sponsors and likewise. Moreover, the sponsors (marketing money) wouldn't be spending money on our platform solely to attract the new market share, new client base and brand exposure but to reap substantial returns on the coins that they have obtained for an exchange for their products within our platform to the users at a discounted price. By doing so, the sponsors wouldn't lose anything but gaining more out of this deal. This makes all the stakeholders who are involved in the above proposed coin transaction would increase.

21. LONG TERM VISION

Our Long-term vision is to allow the players to participate in their favourite competitions and tournaments, without any financial barriers. Also, our advertisers and sponsors will have their successful campaigns by targeting specific group/regions/countries, flexible options for players to join or create teams, arrange managers and find sponsors. We want to make sure that our players/managers have a stable income. Our EsportsPro.GG viewers also wanted to have the winning share from their supported Teams/players. Our additional features and upgrades will be updated in our road map and our users will be notified.

22.OTHER TOKEN SALES IN THE GAMING & ESPORTS INDUSTRY.

GAMING COINS/TOKENS	ESPORTSPRO.GG PLATFORM FOR GAMING TOURNAMENTS & SPONSORS	ENJINCOIN SMART CRYPTOCURRENCY CREATED FOR THE GAMING ECOSYSTEM. TOKEN SALE: \$23M, OCT, 2017	CHIMAERA ECOSYSTEM FOR GAME DEVELOPERS & GAMERS. TOKEN SALE: Q2, 2018 AIM: \$45M	DREAMTEAM ESPORTS TALENT MANAGEMENT, NETWORKING & MONETIZATION PLATFORM. TOKEN SALE: 2018 AIM: 45M	GAMECREDITS CRYPTOCURRENCY FOR GAMING (GAME) TOKEN SALE: \$26M, MAY, 2017
GAMERS & TEAMS PROFESSIONAL PORTFOLIO					
VIRTUAL GAMES/ TOURNAMENTS					
TRADITIONAL GAMES/ TOURNAMENTS					
AUDIENCE ACCESS TO GAMER'S FUNDING					
ONLINE H2H COMPETITION FOR REAL MONEY					
NON-TRADITIONAL SPONSORS REVENUE SHARE					
PLAYERS/TEAMS VALUATION					
CASUAL HIRING					
PROFIT SHARING					
FUND RAISING					
GAME TOOLS TRADING					

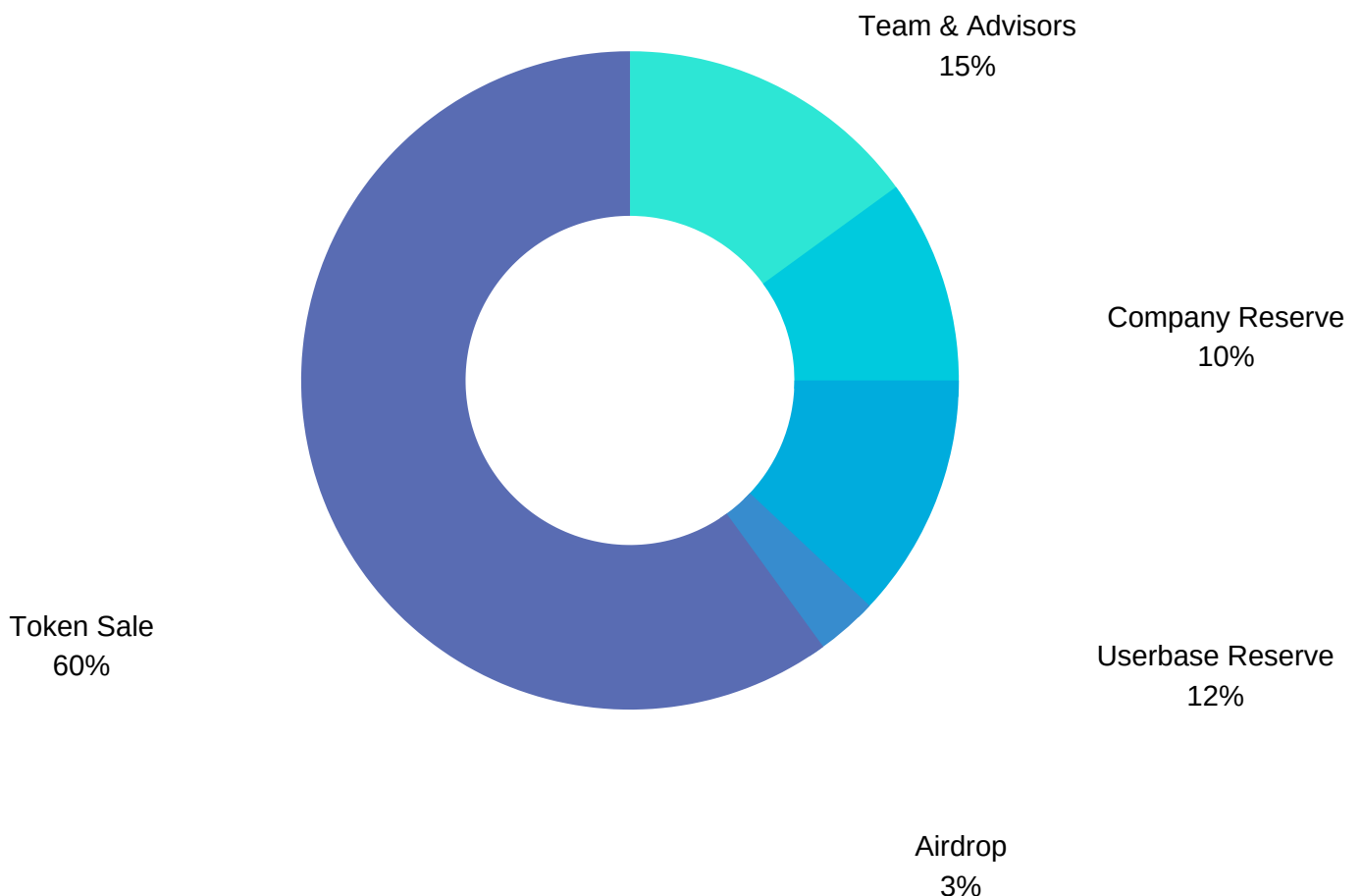
23.OUR ESPRO TOKEN USAGE/UTILITY

Users will access our EsportsPro token (ESPRO) on our platform. ESPRO can be used to access the additional features and services on our platforms. All the transactions and exchanges will be used by our ESPRO. The token application is created from Ethereum ERC20 standard. The sponsors, advertisers, platform users and players will use the ESPRO. The more sponsors and gamers/teams that join our platform will increase the use of ESPRO and this will increase the value of the token.

These are the main transaction activities on our EsportsPro platform:

- **Account subscription/transaction**
- **Operators transactions**
- **Tournament transactions**
- **Games/players/sponsors/advertisers/managers/branding partners transactions.**
- **Media right sales**
- **EsportsPro Sponsored Tournaments and Game prize payouts.**

24. ESPRO TOKEN DISTRIBUTION (TOTAL SUPPLY, 1,000,000,000)



25.FUND ALLOCATION

ESPRO raised fund through investment will be allocated for:

45% to Project development and operations

This will include, direct funding to the game and platform development for our gaming portfolio and hire more developers to fasten the project.

30% to Advertising and Marketing

This fund will be used to bring more players, operators and developers to access our gaming platform.

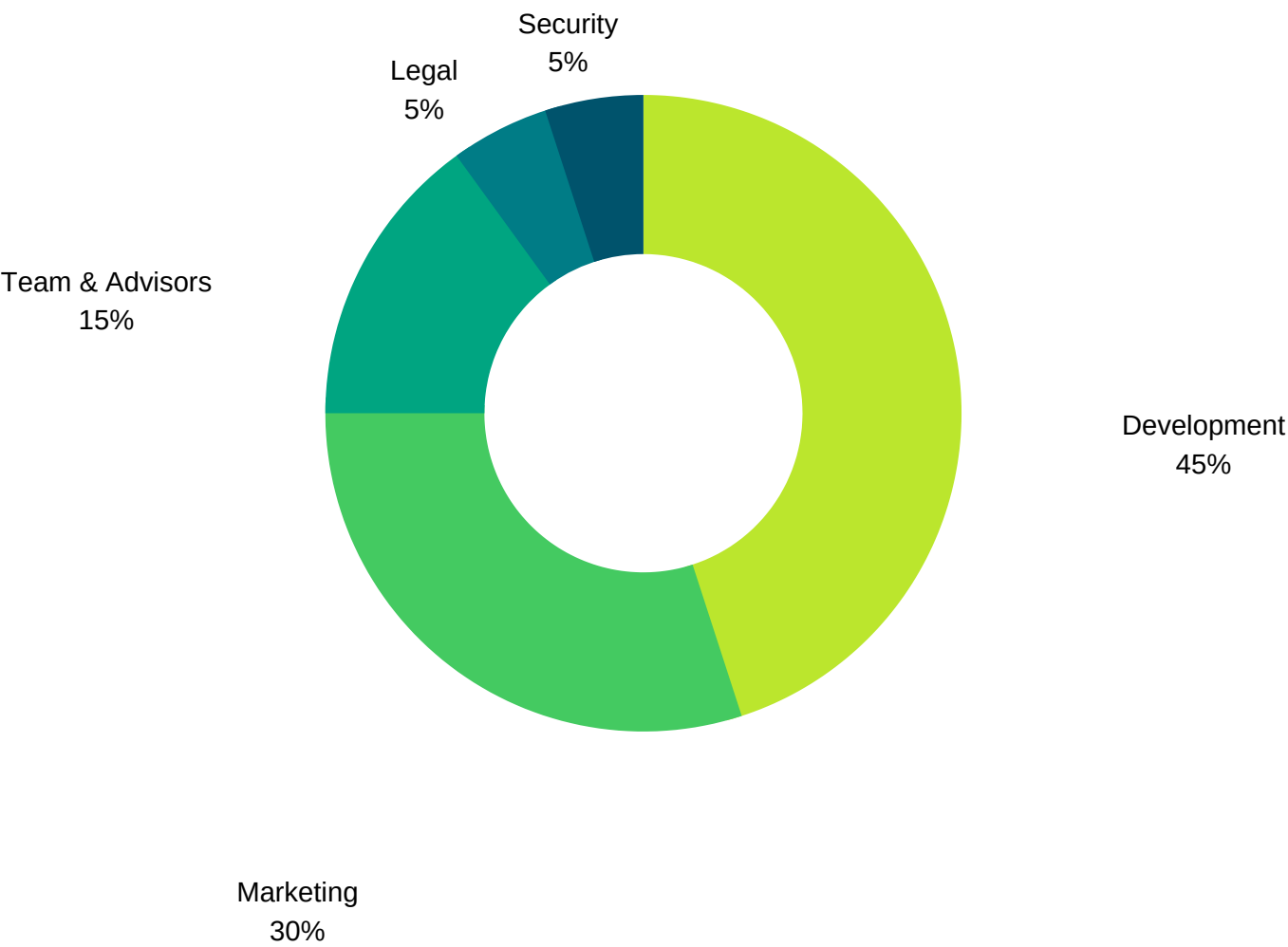
15% to Team and Advisors

5% to Legal

We make sure our system complies with the regulations and not limited to the regions and countries that we willing to work with.

5% to Security, infrastructure and DDOS protection

We don't want to give you excuses like other crypto scammers for the system attacks or system failures. We try hard to protect our users, partners and investors from any bad incidents.



26.TOKEN SALE INFORMATION.

TOKEN TICKER	ESPRO	ESPRO
TOTAL TOKEN SUPPLY	1,000,000,000 (MAX SUPPLY)	500,000,000 (CIRCULATING SUPPLY)
PRE-SALE	25,000,000 ESPRO+ Bonus	1USD= 50 ESPRO(Including Bonus)
LISTING PRICE	\$0.5 = 1ESPRO	1USD= 20 ESPRO



27. ROAD MAP

2018

- ESPORTSPRO.GG CONCEPT STUDIED
- MARKET & COMPETITORS RESEARCH
- PROTOCOL DESIGNED

2019

- DEVELOPMENT TEAM FORMATION
- TOURNAMENTS ORGANISED ON MAIN NET
- MVP DEVELOPMENT BEGINS

2020

- MVP RELEASE
- ESPRO TOKEN SUBMISSION ON DECENTRALISED EXCHANGES
- START THE CREATION OF ESPORTSPRO COMMUNITY
- WHITE PAPER COMPLETED
- PRE-SALE

2021

2021 H1

- ESPORTSPRO.GG (ESPRO) TOKEN SUBMISSION ON CENTRALISED EXCHANGES.
- MARKETING CAMPAIGN
- MAKE A DEAL WITH THE EXCHANGES FOR IEO WITH BINANCE AND OTHER EXCHANGES.
- TEAM EXPANSION
- SPONSORS & TOKEN INTEGRATION FOR TOURNAMENTS

2021

2021 H2

- PLAYERS & TEAMS RANKING PORTFOLIO UPDATES
- ADDITIONAL CAREER OPTION (PERSONAL TRAINERS, MENTORS, ETC.) ADOPTIONS
- TOKEN MINTING AND REWARDS SYSTEM UPDATE
- ESPRO INTEGRATION FOR H2H CASH GAMES

2022

- ESPORTS EXPERTS & ANALYSERS ADOPTIONS
- TARGET MARKET ENTRY TO EUROPE, MIDDLE EAST, AFRICA, SOUTH EAST ASIA AND NORTH & SOUTH AMERICA.
- NFT TRADING/ AUCTIONS USING ESPRO
- LOCALIZATION IN ADDITIONAL LANGUAGES
- H2H ON TEST NET
- PLAYERS/TEAMS AUCTION FEATURES UPDATES
- RESEARCH ON IMPLEMENTING THE BANDWIDTH SHARING FOR GAME LAGGING ISSUES.BANDWIDTH SHARING

28. TEAM

The team is connected with broad range of experience, skills and knowledge from all levels.

Kajenthran AM - Founder & CEO

Kajenthran is a serial entrepreneur, innovator, and visionary armed with extensive e-sports and blockchain technology expertise. Above all, he is a sought-after specialist in the concept creation space for real-world applications. Over the years, he has garnered firsthand experience in multiple areas, including but not limited to online gaming, cryptocurrency, management, customer service, Bitcoin, entrepreneurship, and marketing. Both passionate and determined, Kajenthran is on a lifelong mission to diversify and optimize the big gaming market industry, to ensure gamers receive various benefits, and ultimately to turn gamers' dreams into reality.

Sandeep PV- Public Relations

Sandeep is a creative vision and intuitive thinking person within the business, constantly acting as an inspiration to think outside the box. He has influenced esports gaming and approach towards marketing and public relations within his experience and has developed helpful insights into communication with other businesses.

Kajanthan Kathir - Full Stack Developer

Pooja S- Full stack developer

Madeefar Abbas- Frontend Developer

Agung Fadilah - Graphic Designer

Steven Hilton- Financial Advisor

Virgine - Advisor

Sheng Fulai- Blockchain Advisor

