

# DREAM TEAM

FIND CONNECT MANAGE



## WHITEPAPER 1.5

MUST READ

Since the beginning of mankind, we have been living in endless competition. Striving to be faster, better, stronger at everything - from faster cars to sports achievements to...becoming the best player on a gaming server!:) Really? Gaming server?!

Yep. Really. The early 90's saw the gaming market barely in the \$100M range with just a dozen million players and Minesweeper as the most popular game. However, today's gaming industry is already **worth \$100Bn with 2.3Bn players** worldwide, and most importantly, 1.4Bn registered users are concentrated around the top 10 most competitive titles. Eight of these are team-based games like Counter-Strike, League of Legends, Dota2 and Overwatch, all played 5x5 or 6x6. But while it's easy to have fun playing solo, it becomes really tough for players who want to form a team and start an amateur career.

**There are over 250M such players, but only 1M teams.** So where are the other 49M?! They're not here yet for many reasons. Imagine looking for a job without recruitment websites or growing a company with no management tools. How about communicating without e-mail or hiring staff without CVs? Sounds unrealistic? Well, that's the reality for these players. They have no way of solving even the most essential problems, like: where can I find a team? How do I become a pro? Where can I find other teams to practice with? How do I manage my team? Where can I analyze team data?

With the unlocking of blockchain & smart contract technologies we have a **unique opportunity** to provide an **all-in-one solution** and build a **multi-billion dollar economy on one platform**. Introducing **DreamTeam** – the first Esports and gaming recruitment and management network!

THE  
BIG  
IDEA

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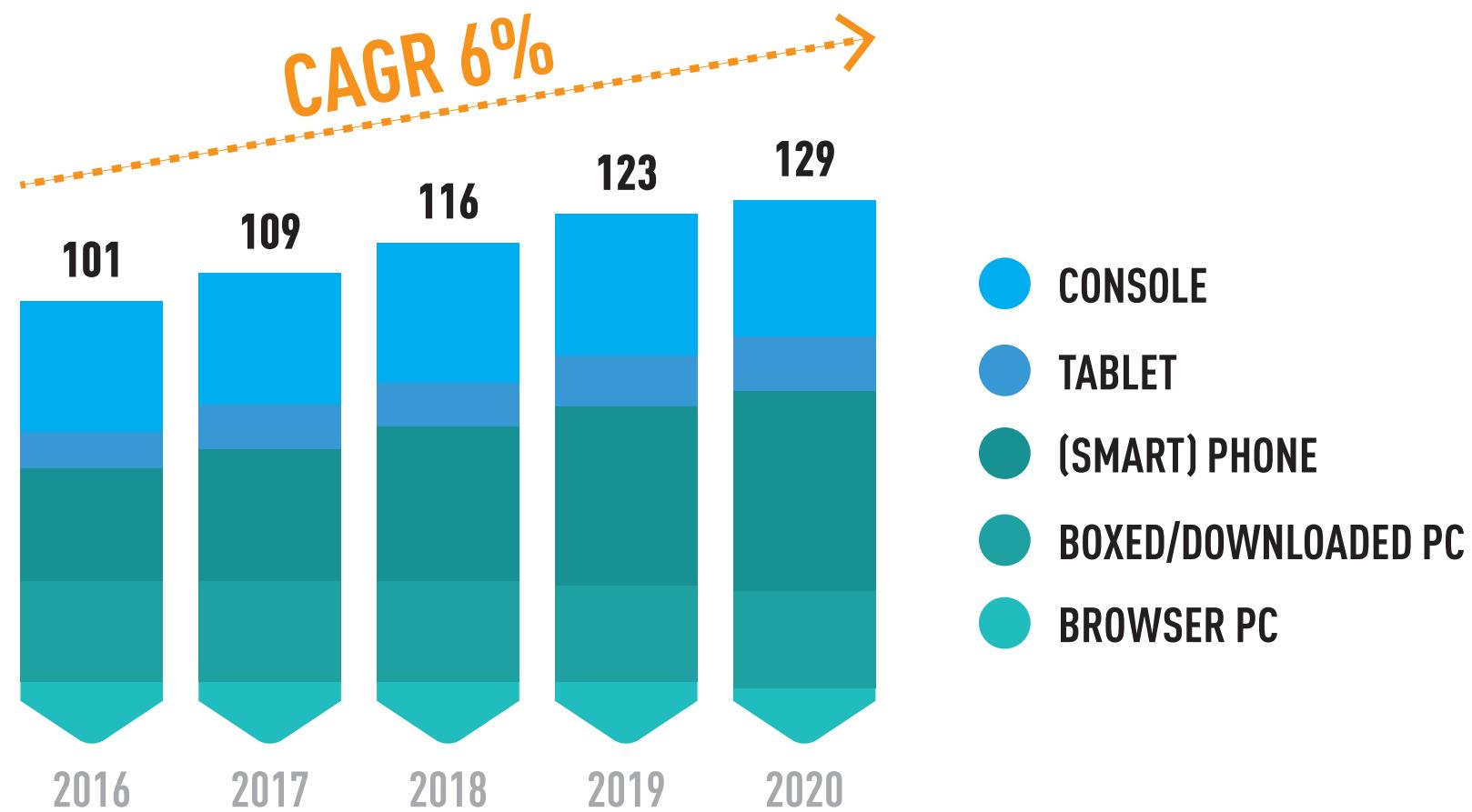
## BLOCKCHAIN INTEGRATION / TOKEN SALE

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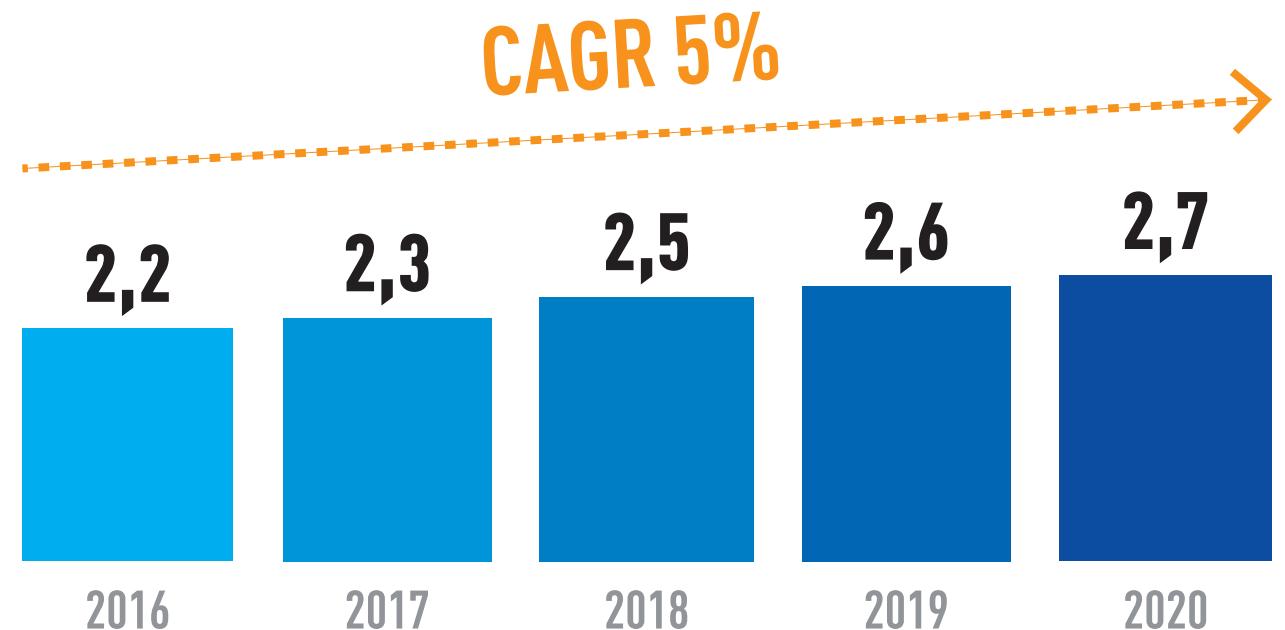
# GAMING MARKET OVERVIEW

**\$100BN INDUSTRY COVERING 1/3 OF THE WORLD POPULATION**

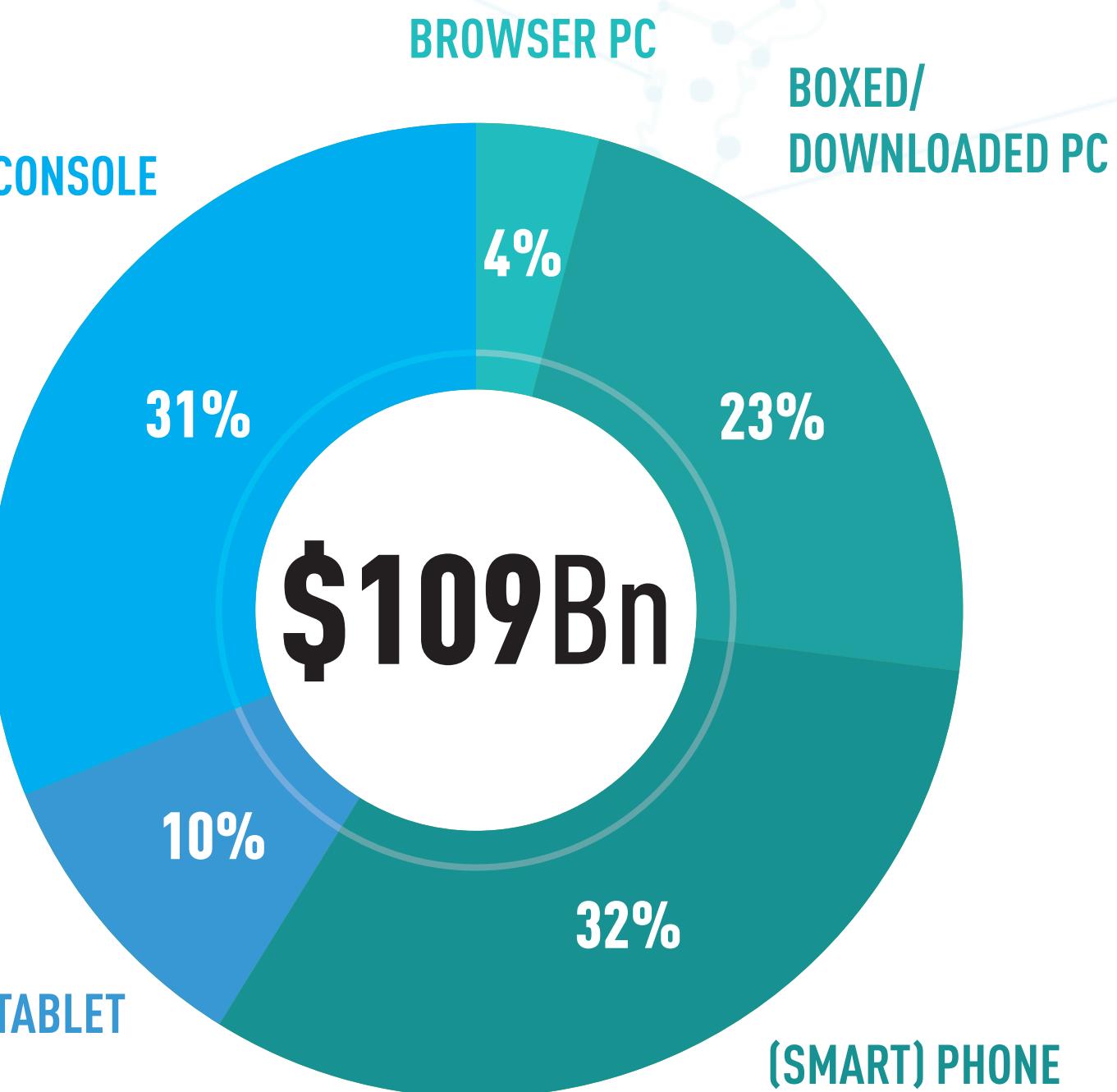
REVENUE, \$ Bn



GAMING AUDIENCE, Bn



MARKET SEGMENTS IN 2017



Sources: newzoo researches

Some 20 years ago, the gaming industry was taking its first steps as a developing market with a yearly revenue of under \$200M. Back in the 90's, we played everlasting hits like Super Mario, Legend of Zelda, DOOM, Duke Nukem and Half-Life - all immensely entertaining despite their limited single-player mode. But playing against your computer could never compare to the level of engagement and challenges when faced by real opponents. So as the evolution of the internet and technology progressed, the era of multiplayer gaming began and the gaming market rapidly expanded.

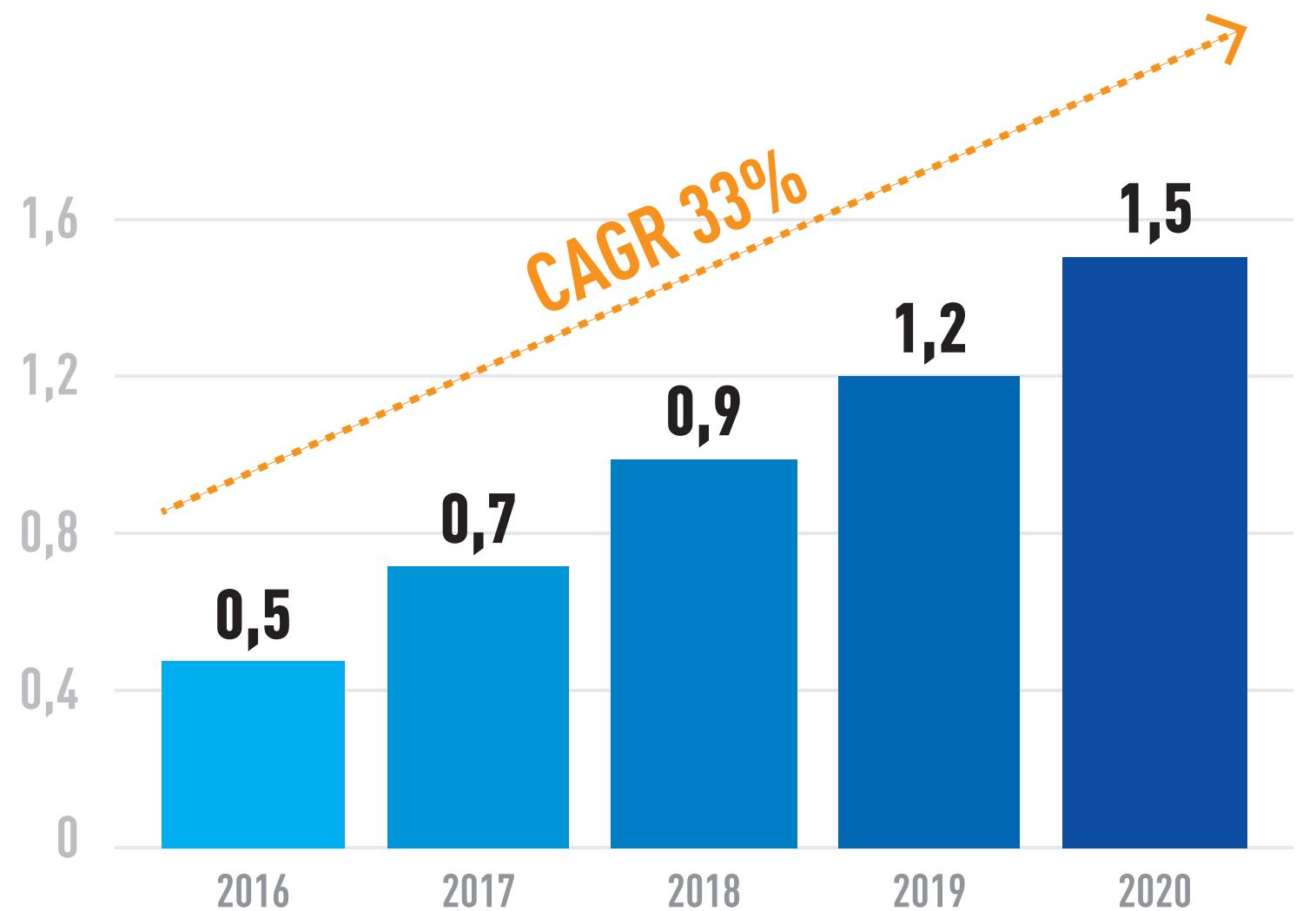
Today it already encompasses almost one third of the world's population and continues to grow. Each year it'll be growing, covering more and more of the yet claimed audiences. And as can be seen from the charts, top markets by revenue are smartphone, console and PC.

Starting from 2017, the pie chart of revenue segments will be contested by new, yet hidden trends – VR & AR games. In 2014, this market was only worth \$100M. In 2017 it has already surpassed \$1Bn. That's a ten times growth in just 3 years with a potential to hit \$20Bn revenue in 2020, provided that a few "killer apps" are created.

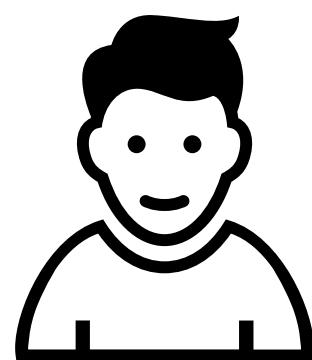
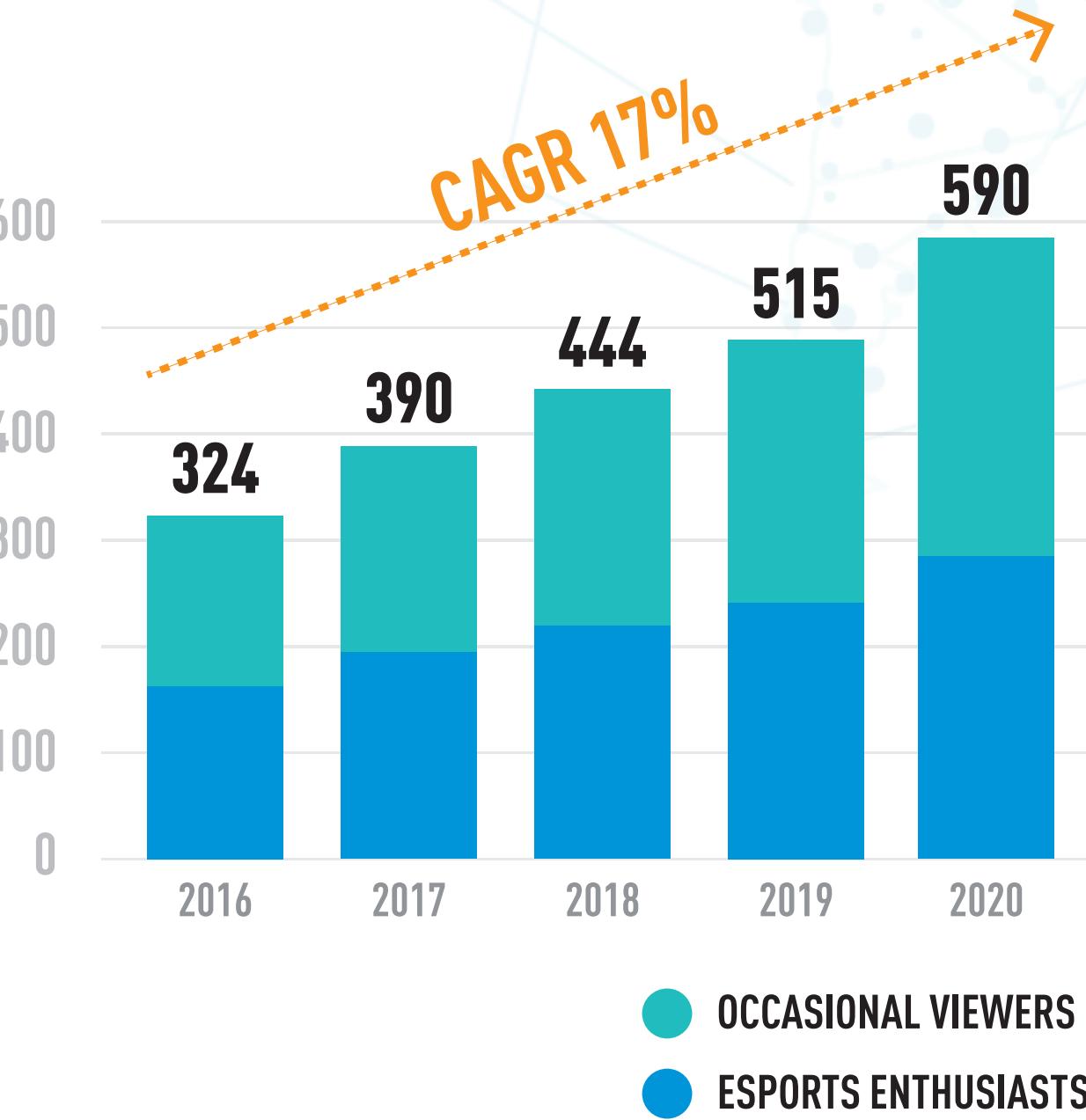
# ESPORTS MARKET OVERVIEW

## STRONG CONSUMER MARKET WITH UNTAPPED POTENTIAL

ESPORTS REVENUE, \$ Bn

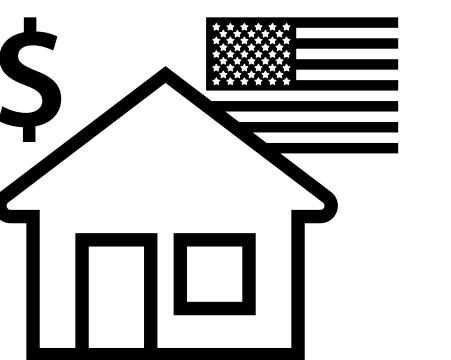


ESPORTS AUDIENCE, M



**16-36 YRS**

CORE AUDIENCE  
85% MALE



**\$ 75 k**

AVERAGE HH INCOME  
OF US ESPORTS FANS

Sources: newzoo dashboard & researches; superdata research; Mind Share North America Esports research; DreamTeam research

In 1997, when Esports was born, the youth played in underground gaming clubs, competing in tournaments with prize funds of just a few cases of beer. After a while, small tournaments started to take place throughout Europe and Asia. Eventually, the first world Esports tournament called World Cyber Games was held in 2000, where teams from 17 countries competed for championship titles in PC games like Quake III Arena, FIFA 2000, Age of Empires II, and StarCraft: Brood War. Over the next 10 year Esports continued its development, still not hitting the mass-market. After 2011, its growth was significantly boosted with the emergence of streaming platforms and services. Esports rapidly expanded and became the fastest-growing sport in the world. In just 5 years, Esports revenue had increased by 3 times!

Nowadays, game developers are using Esports as their #1 marketing tool – aside from making games, they're creating a whole ecosystem to provide high quality entertainment not just for players and teams, but also game viewers and fans who fill huge stadiums and venues to watch major gaming events with million-dollar prize funds.

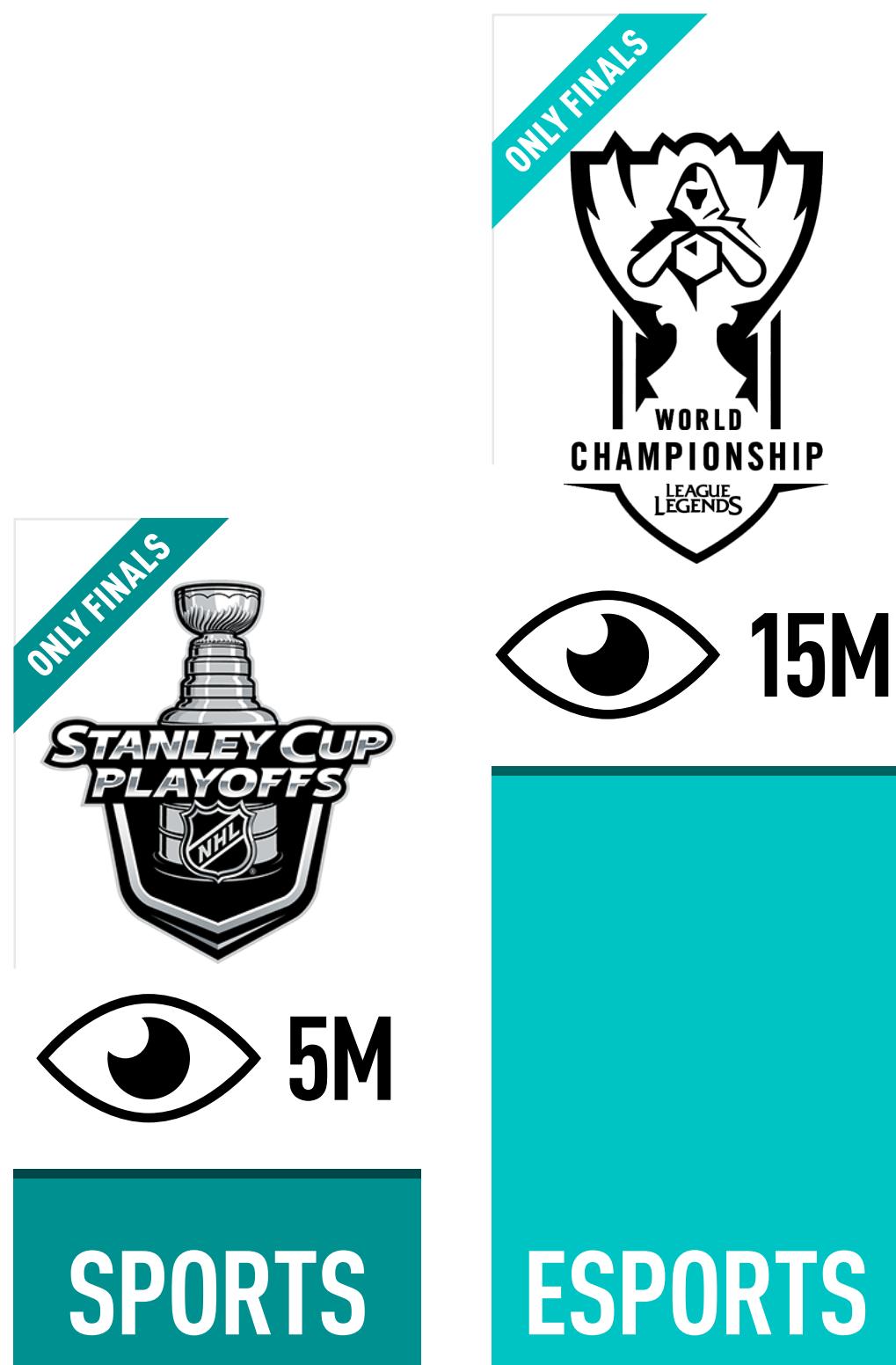
At the same time, traditional sports teams and sponsors are chipping in because Esports is the best way to reach young audiences which are often unreachable through standard media outlets (TV, radio, etc.).

The opportunities are endless: Esports will have over 1Bn fans by 2025, which is nearly  $\frac{1}{3}$  of all gamers. But even now, Esports enthusiasts are a major gaming force with above-average household incomes.

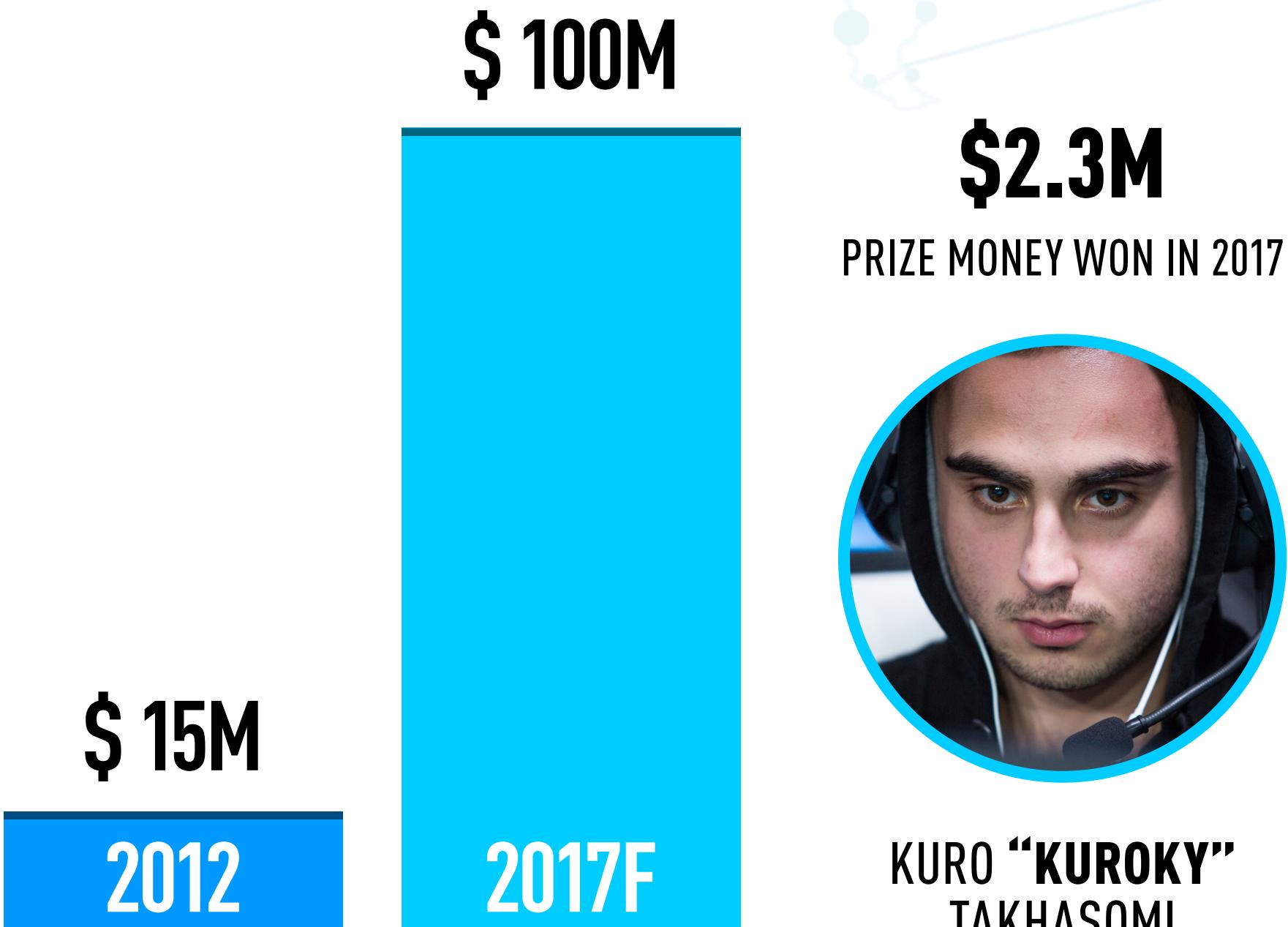
# ESPORTS MARKET INSIGHTS

ESPORTS WILL BECOME THE #1 SPORT IN THE UPCOMING 10 YEARS

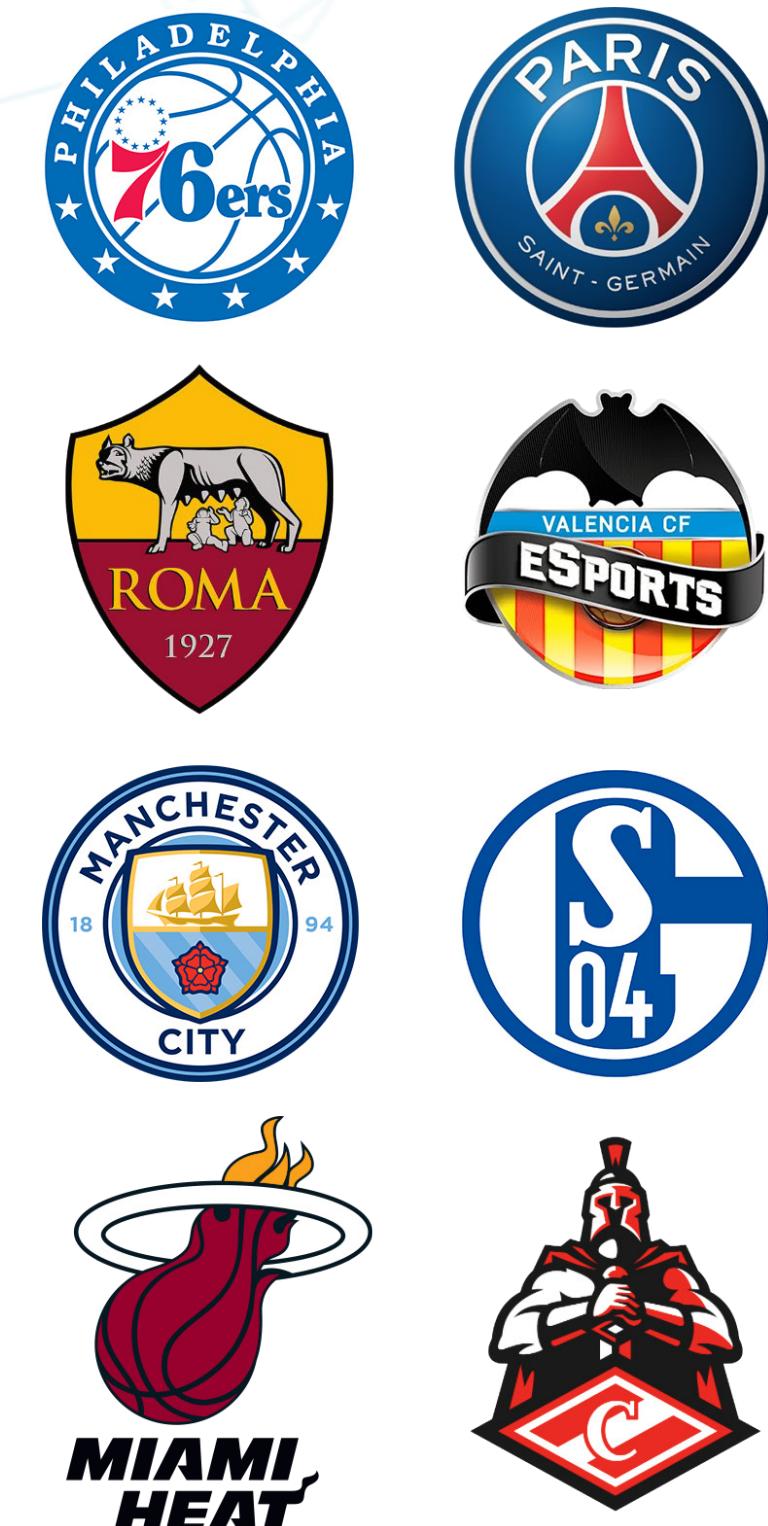
## VIEWERSHIP



## PRIZE MONEY



## SPORTS CLUBS IN ESPORTS



# TOP COMPETITIVE TITLES

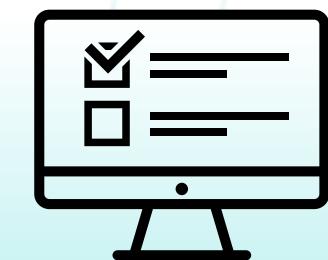
**8 OUT OF 10 ARE TEAM-BASED GAMES**

## REGISTERED USERS, M

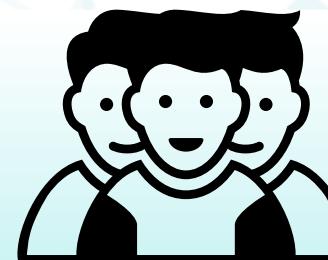


|         | REGISTERED USERS, M |
|---------|---------------------|
| VARIOUS | 650                 |
| 5x5     | 250                 |
| 7x7     | 110                 |
| VARIOUS | 107                 |
| 5x5     | 100                 |
| 5x5     | 100                 |
| 1x1     | 50                  |
| 6x6     | 30                  |
| 5x5     | 30                  |
| 4x4     | 29                  |

**\$9 Bn** → **40%**  
REVENUE OF PC GAMING MARKET



**1,4Bn+**  
REGISTERED  
USERS



**3M**  
TEAMS AND  
MIX-TEAMS

**TOTAL ADDRESSABLE  
MARKET IN 2017**

**250M**  
PLAYERS

**1M**  
TEAMS

Competition is in our nature. In the beginning, all games were limited to single-player mode. But with the development of internet technologies and game dev, multiplayer titles were finally introduced into gaming. Just look at traditional sports – the most popular kinds are team-based: football, basketball, hockey, soccer, etc... Same goes for Esports – the majority of top competitive titles, which aggregate ¼ of the entire PC market revenue, are games with teamplay interaction as opposed to single-player titles.

# COMPETITIVE PLAYER PROFILE

## VAST MAJORITY OF GAMERS ARE AMATEUR PLAYERS

### PROFESSIONAL PLAYERS

PLAYING IN TOP LEAGUES AND TOURNAMENTS; HIGH SALARY AND FANBASE

### AMATEUR PLAYERS

REGULARLY PLAYING RANKED MATCHES, PARTICIPATING IN AMATEUR TOURNAMENTS

### CASUAL PLAYERS

PLAYING ANY GAME MODE AT LEAST ONCE A MONTH; OFTEN PLAYING JUST WITH FRIENDS

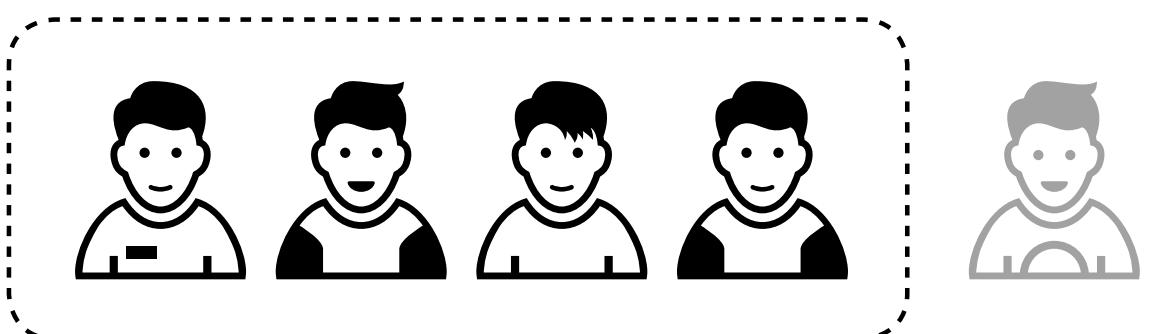
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56%

44%

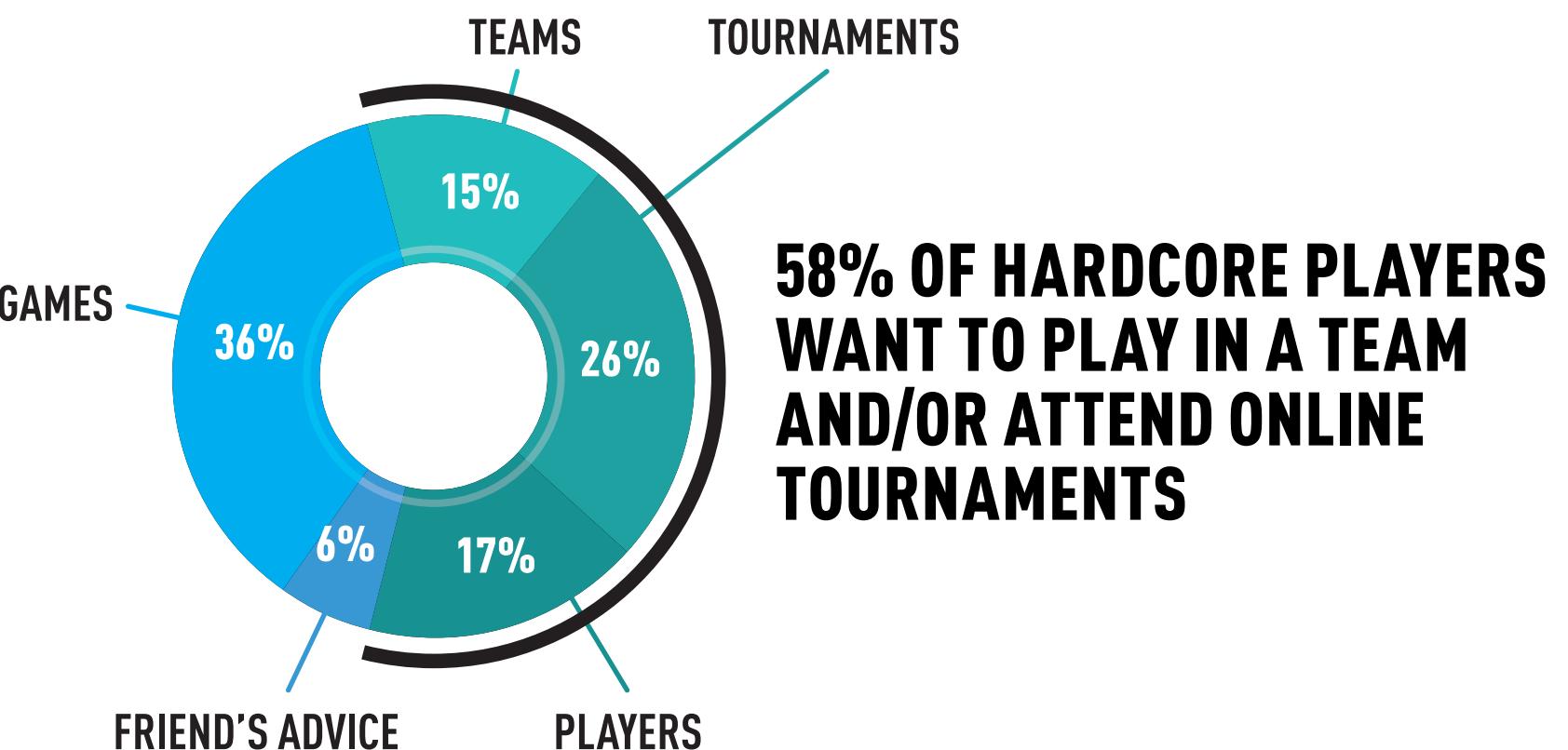


**300M CORE GAMERS  
PLAY 80 HOURS A  
MONTH**



**4 OUT OF 5 LOL PLAYERS AND FANS ASPIRE  
TO BECOME PROFESSIONAL GAMERS**

### FANS ARE INTERESTED IN:



While competitive gaming may be in the early stages of its development, the numbers and dedication of fans striving to become amateur or pro players are outstanding indeed.

Nearly half of all players are engaged in competitive activities such as ranked matches (matches with a special ranking system) or some mini/amateur tournaments, and want to know more about the reality of professional gaming - players, teams and tournaments.

In top competitive titles the numbers are even higher: according to open source stats site steamspy.com, there are 100+M registered users in DOTA2 with ~13M unique active monthly players and over 40% of them play 40+ hours a month! Same in Counter-Strike: Global Offensive – 35% of its ~9M unique monthly players, play 40+ hours.

# WHY NOW

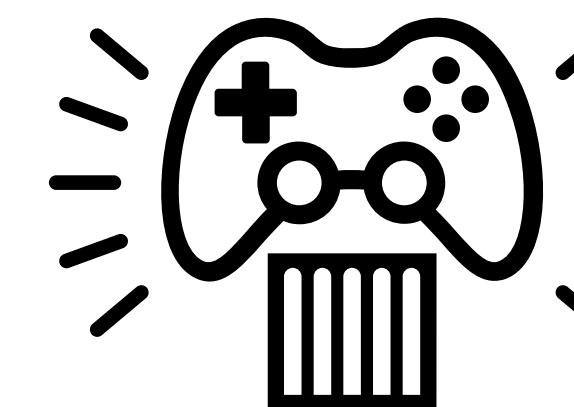
## THE \$500M ESPORTS MARKET IS GROWING FAST. HERE'S WHY:



## ESPORTS & GAMING TRENDS



MORE AND MORE ESPORTS/  
COMPETITIVE TEAM GAMES  
WILL APPEAR OVER TIME



IN 10-15 YEARS ESPORTS  
WILL BE BIGGER THAN  
SPORTS



GAMING WILL BECOME  
THE #1 ENTERTAINMENT  
INDUSTRY ON THE PLANET

P  
R  
O  
B  
L  
E  
M

# THERE ARE 250M PLAYERS WHO WANT TO BUILD, GROW AND MANAGE THEIR TEAMS

SO THERE SHOULD BE 50 MILLION TEAMS. BUT THERE IS ONLY 1M. WHY?

## EXISTING TOOLS ARE VAGUE AND LOW-QUALITY



### STEAM GROUPS

Don't give you enough information on the team you're signing up to play with.



### FORUM THREADS

Don't give you enough details about a potential teammate.



### REDDIT POSTS

Take too much time and are difficult for Reddit novices to navigate.



### FIND-A-PLAYER SITES

Too thinly populated and are largely amateur efforts.

## ABSENCE OF ESSENTIALS NEEDED BY MARKET



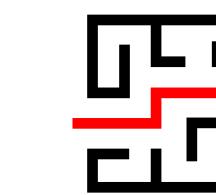
### NO MANAGEMENT TOOLS

Absolutely no services for building, growing and managing your team.



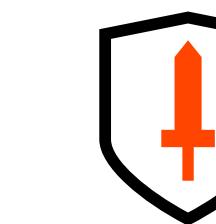
### NO "IMDB"

No database for seeing stats, scores and prior performances of a player or team.



### NO CLEAR PATH OF DEVELOPMENT

No definite solution / platform / guide for growing from novice to amateur and to professional – only chatty forum threads.



### NO SECURE SOLUTIONS

No services to act as 3rd party guarantee for agreements (sponsorships, prize money payouts, players contracts, etc.).

# S O L U T I O N

INTRODUCING

DREAM TEAM



BETA IS LIVE  
[dreamteam.gg](http://dreamteam.gg)

## THE FIRST ESPORTS AND GAMING RECRUITMENT AND MANAGEMENT NETWORK

FIND



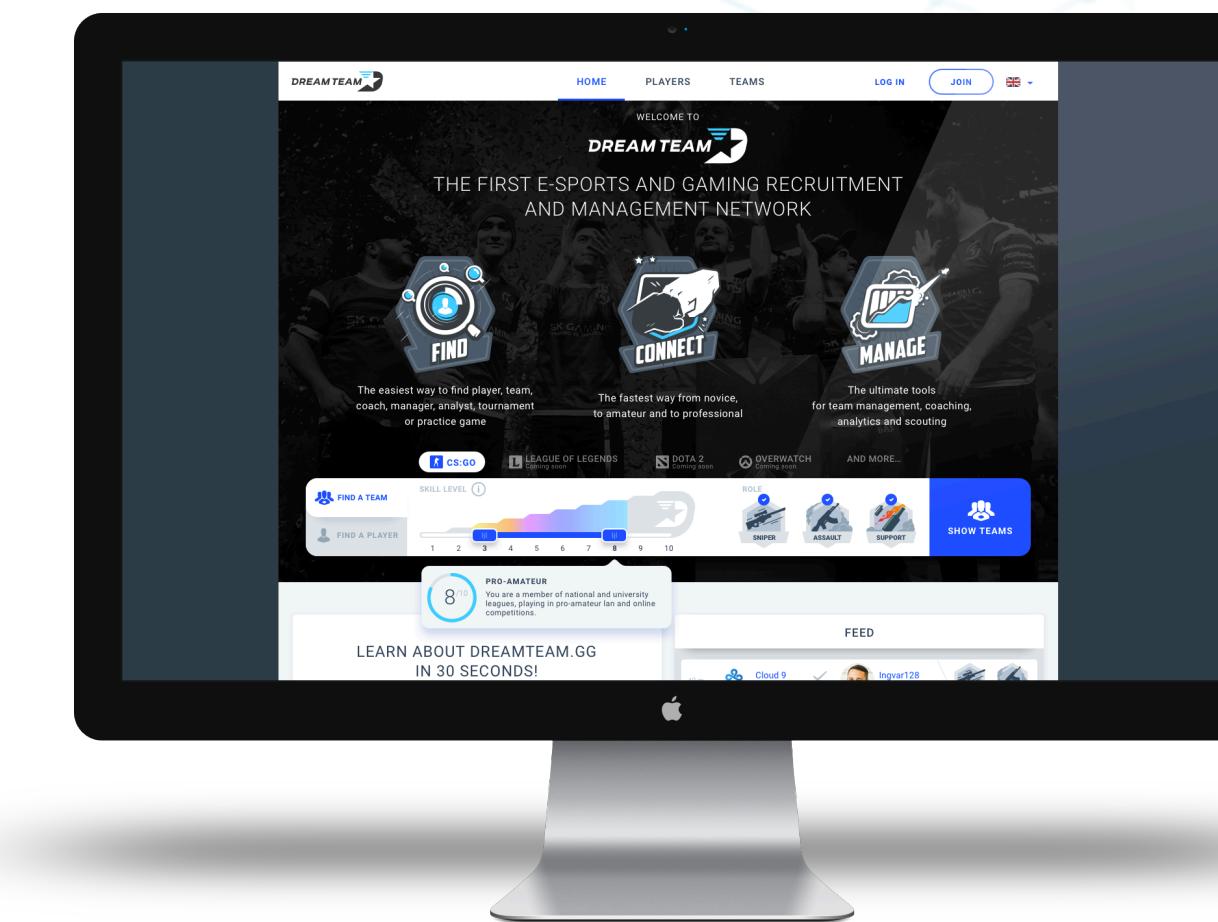
Practice Games Database



Data on Teams, Players, Coaches, Managers, Analysts



Tournament Lists and Info



CONNECT



Profile Management



Ratings Engine

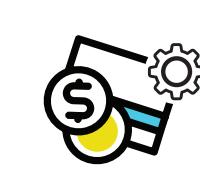


Big Data Analytics

EARN



Sponsorship & Media Rights



Players Salaries & Bonuses



Tournaments Prize Money



Players Transfer Market



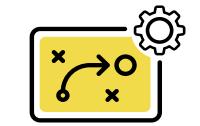
Crowdfunding

THE ALL-IN-ONE PaaS SOLUTION  
FOR VIDEOGAME PLAYERS AND TEAMS

MANAGE



Analytics Tools



Coaching Tools



Marketing Tools



Management Tools



Media Tools

# CURRENT LANDSCAPE

**#1** SPORTS FOOTBALL



300M  
300 000

Players  
Clubs

250M  
100



**#1** ESPORTS LOL

VERY FEW ESPORTS CLUBS  
DUE TO EXTREMELY HARD CONDITIONS  
FOR CREATION AND MANAGEMENT



## LEGAL ENTITY AND BANK ACCOUNT

To create a team you must: open a bank account, set up a legal entity, and make monthly payments. It takes a lot of time and effort.



## PEOPLE RECRUITMENT

To ensure basic functioning of the team, you need to at least hire an accountant and a lawyer.



## LEGAL DOCUMENTS

You must prepare all of the necessary documents on your own, including contracts for players, sponsors and other staff.



## 3RD PARTY SERVICES

You have to use dozens of different services for scouting, recruitment, management, etc. No all-in-one solution.

⌚ \$3K + \$400/MONTH

⌚ 1-2 MONTHS

# DREAMTEAM SOLUTION

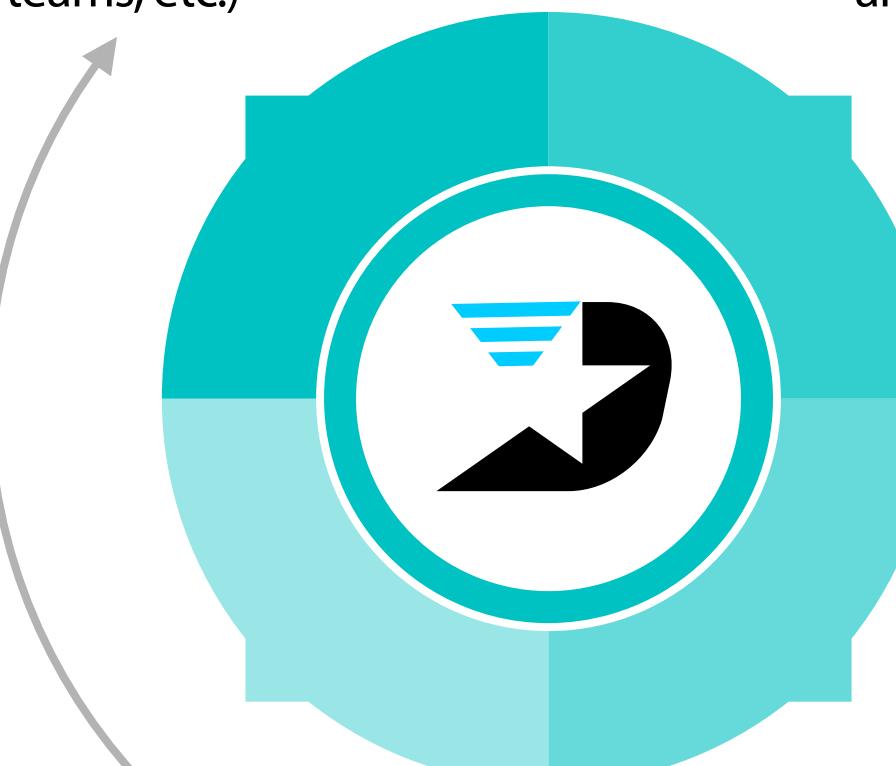
DREAMTEAM WILL SKYROCKET THE GROWTH OF ESPORTS AND GAMING CLUBS BY PROVIDING AN ALL-IN-ONE SOLUTION TO BUILD, GROW, MANAGE AND MONETIZE YOUR TEAM



## TEAM CREATION

## BUILD

All recruitment services on one platform (players, teams, etc.)



## GROW

Rating engine powered by AI and machine learning

## MONETIZE

Sponsors & media rights control in one click (finding sponsors, selling media rights, reporting, etc.)

## MANAGE

All tools of professional teams in one place (management, analytics, marketing, etc.)

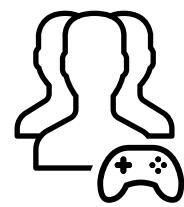
⌚ \$19/MONTH

⌚ 10 MINUTES

# CURRENT LANDSCAPE



HIGH POTENTIAL MARKET WITH LIMITED GROWTH RATE DUE TO UNSTRUCTURED AND INSECURE MARKET CONDITIONS



## TEAMS

- Hard to find a sponsor for medium/small teams
- High chance of fraud/non-payments from sponsors/tournaments



## PLAYERS

- No standard contracts, mostly team-oriented
- No open transfer policies



## TOURNAMENTS

- Non-payments
- Unregulated T&C with teams and players



## SPONSORS

- Lack of transparency when choosing partners and signing contracts
- Hard to find “grassroots” teams
- No standardized reporting & media traction

# DREAMTEAM SOLUTION

DREAMTEAM CREATES A MULTIBILLION ECOSYSTEM AROUND THE DREAMTEAM TOKEN



BASED ON BLOCKCHAIN & SMART-CONTRACTS



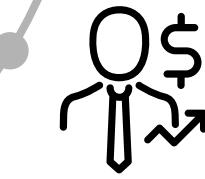
## PLAYERS

Salaries and bonuses payouts



## TEAMS

Transfer fees, media rights sales



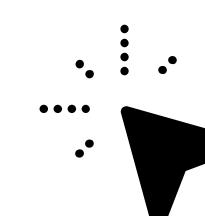
## SPONSORS

Sponsorship contracts payments



## TOURNAMENTS

Prize money payouts



1-CLICK  
SOLUTION



MAXIMUM SECURITY  
& TRANSPARENCY



EASY ACCESS  
FOR EVERYONE

# COMPANY HIGHLIGHTS

WE ARE HERE TO CHANGE THE ESPORTS AND GAMING ECOSYSTEM. FOREVER.



EASIEST WAY TO FIND PLAYERS,  
TEAMS, COACHES, TOURNAMENTS  
AND PRACTICE GAMES

Spend just a few minutes searching and choosing exactly what you need instead of weeks of trying and failing

FASTEAST WAY TO ADVANCE  
FROM NOVICE TO AMATEUR  
TO PROFESSIONAL

Clear and transparent NBA-like path from a game rookie to a world top player

ULTIMATE TOOL FOR TEAM  
MANAGEMENT, COACHING,  
ANALYTICS AND SCOUTING

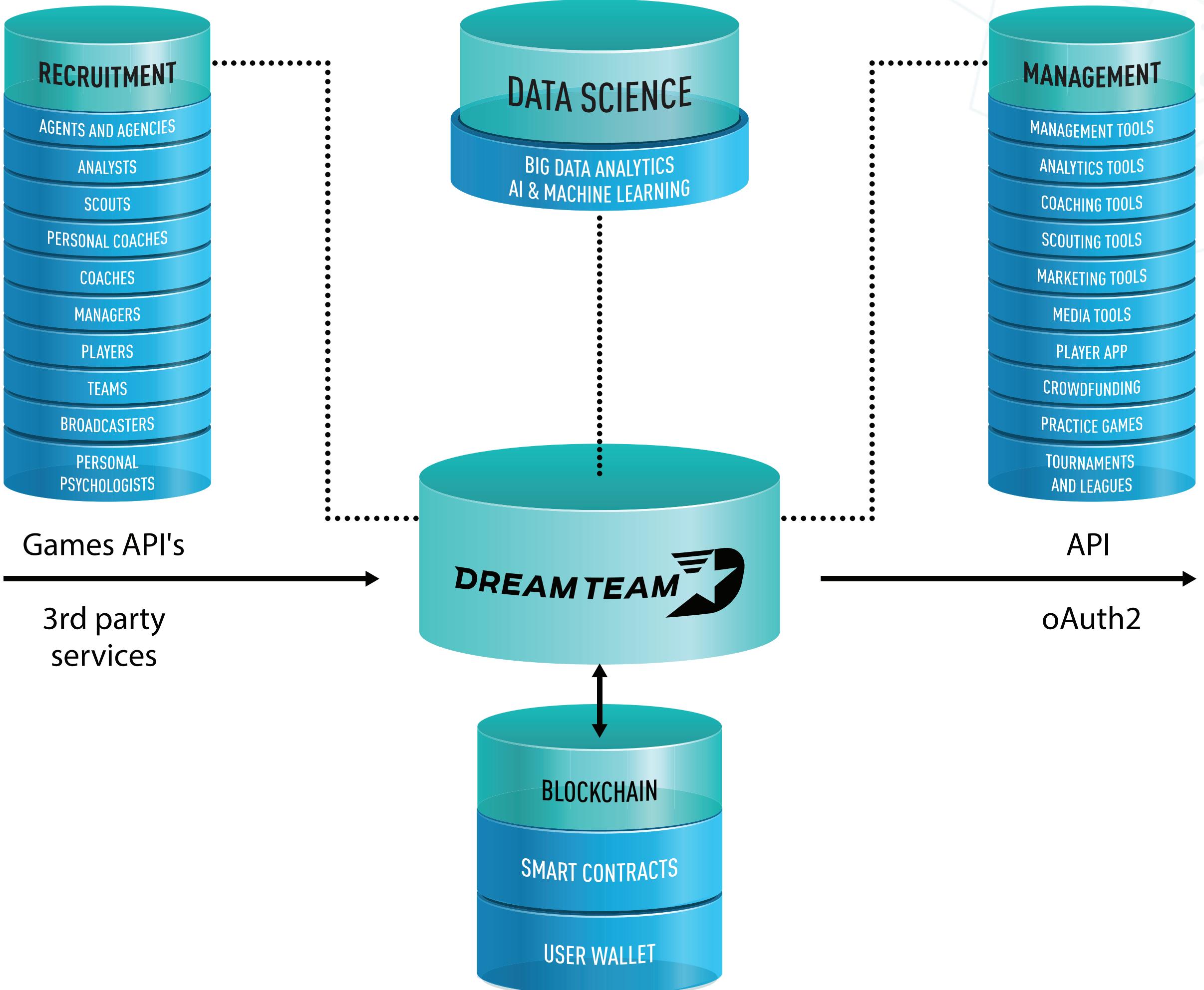
Build, develop and manage your team like a professional Esports club

ONE PLATFORM FOR  
SPONSORSHIPS & MEDIA RIGHT  
SALES, PRIZE MONEY, SALARIES  
AND PLAYER TRANSFERS

First platform ever to securely unite all Esports businesses in one place

# DREAMTEAM PRODUCTS AND SERVICES

## ALL-IN-ONE SOLUTION FOR THE GAMING AND ESPORTS MARKET BASED ON BLOCKCHAIN AND SMART CONTRACTS



DREAMTEAM PaaS REPLACES ALL CURRENT WAYS OF CREATING AND MANAGING TEAMS.

DreamTeam platform uses blockchain & smart contracts to ensure the security of financial transactions and regulate this next-generation financial ecosystem.

This full set of recruitment tools will help you find players/managers/coaches or anyone else you might need for your team. Moreover, every player can find a personal psychologist or coach to boost his own skills. In the future, a special module for agents and agencies will be integrated to take recruitment opportunities to a whole new level. DreamTeam will provide space for ranked/unranked practice games and a whole tournament system.

The apex of this ecosystem is its network of management tools. It will combine all of the essentials – management, analytics, coaching; and more complex tools such as marketing and media instruments. This will let you plan your tournaments in advance or generate a Sponsor report in just one click. In addition to all of this, we'll also develop data science instruments that will skyrocket the platform even more. This whole stack of services perfectly satisfies both player and team needs, giving them what they are most likely to pay for. Indeed, for years there's been a huge demand and willingness to pay for data aggregation and services platform.

# COMPETITOR ANALYSIS

## DREAMTEAM IS OUTSCALING ALL EXISTING PROJECTS ON THE MARKET

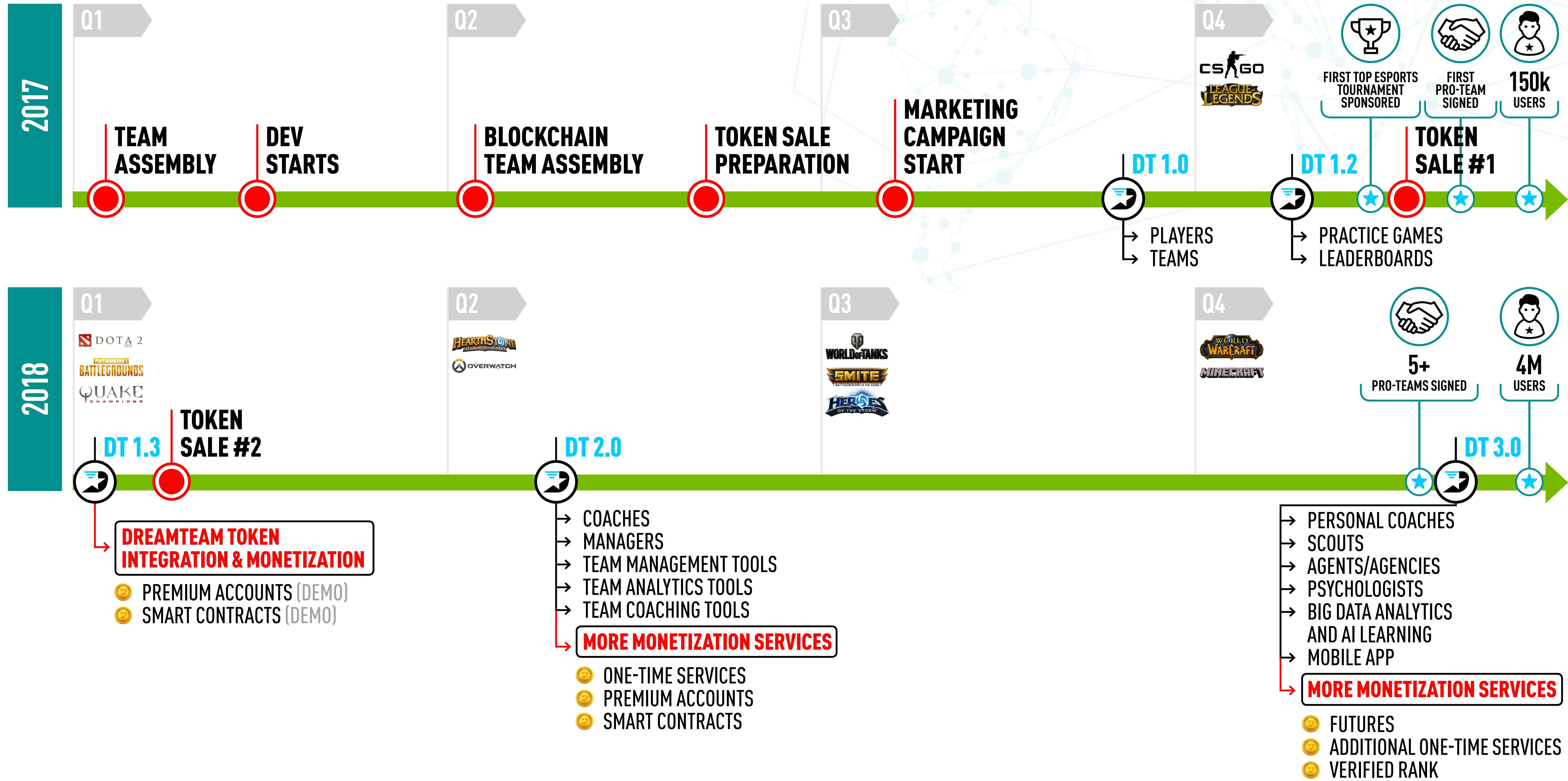
| FEATURES / CHARACTERISTICS                        | DREAM TEAM   | TEAMFIND | seekteam | gleetz.gg | Guilded  |
|---|--|----------|----------|-----------|----------|
| PLAYERS   | ✓  | ✓        | ✓        | ✓         | ✓        |
| TEAMS   | ✓  | ✓        | ✓        | ✓         | ✓        |
| COACHES   | ✓  | ✓        | ✓        | ✗         | ✗        |
| COMPETITOR ANALYSIS                               | ✓  | ✗        | ✗        | ✗         | ✗        |
| MANAGERS  | ✓  | ✗        | ✗        | ✗         | ✗        |
| AGENTS / AGENCIES                                 | ✓  | ✗        | ✗        | ✗         | ✗        |
| TOURNAMENTS                                       | ✓  | ✗        | ✗        | ✗         | ✗        |
| LEAGUES   | ✓  | ✗        | ✗        | ✗         | ✗        |
| TEAM MANAGEMENT TOOL                              | ✓  | ✗        | ✗        | ✗         | ✗        |
| ANALYTICS TOOLS                                   | ✓  | ✗        | ✗        | ✗         | ✗        |
| PERSONAL COACHING                                 | ✓  | ✗        | ✗        | ✗         | ✗        |
| PRACTICE GAMES                                    | ✓  | ✗        | ✗        | ✗         | ✗        |
| BIG DATA ANALYTICS                                | ✓  | ✗        | ✗        | ✗         | ✗        |
| PLAYERS/TEAMS RANKING POWERED BY MACHINE LEARNING | ✓  | ✗        | ✗        | ✗         | ✓        |
| BLOCKHAIN AND SMART CONTRACTS                     | ✓  | ✗        | ✗        | ✗         | ✗        |
| PROFILE FEATURES                                  | UP TO 50   | UP TO 5  | UP TO 25 | UP TO 15  | UP TO 15 |
| TECHNOLOGIES                                      | Vue JS, HTML 5, CSS3, Phalcon 3.1<br>Laravel 5.3, PostgreSQL 9.6 | PHP      | PHP      | PHP       | PHP      |
| GAMING PLATFORMS                                  | PC, Mac, XBOX, PS4, Mobile, Tablets, VR                          | PC       | PC       | PC        | PC       |
| USABILITY   | ★★★★★  | ★★★      | ★★       | ★         | ★★       |
| GROWTH HACKING                                    | ★★★★★  | ★★       | ★        | ★         | ★        |
| MONETIZATION OPTIONS                              | ★★★★★  | ★★       | ★        | ★         | ★        |
| REGISTERED USERS                                  | n/a  | 420k     | 50k      | n/a       | n/a      |

Few platforms provide recruitment services, but even they are limited to finding players and coaches. The only, more or less, popular platform with fair usability is Teamfind, while all other platforms are lacking adequate navigation, UI/UX and thus users.

DreamTeam on the other hand is specifically focused on UI/UX and user flow to provide the best experience for its end consumer.

Special note should be given to the technical aspects of the platform – we use the latest technologies such as Vue. JS and Laravel for a seamless Front-End user experience as well as the proven high-speed Phalcon Framework for our API, and the powerful PostgreSQL Database for Data Storage. As for middleware, we are operating on Cloud-based solutions with the use of latest stable PHP 7.1 and CentOS.

# ROADMAP



# TEAM



**ALEXANDER  
KOKHANOVSKYY**

CEO & FOUNDER

17 years of experience in the Esports industry; created one of the most popular teams in the history of Esports – Natus Vincere (Na`Vi); shareholder of ESForce, the 3rd biggest Esports entity funded by the USM Holdings



**VOLODYMIR  
PANCHENKO**

CO FOUNDER

World's #1 private merchant of digital goods (15M games sold over the past 5 years); built the 2nd largest virtual items trading marketplace – skins. cash (10M items sold in the past year)



**ANDRIY  
KHAVRYUCHENKO**

BLOCKCHAIN ARCHITECT

26 years of experience in software development; Dash crypto-developer



**MUSTAFA  
SEYREK**

CTO

Software Engineering Leader with 20 years experience in multiple industries including ecommerce, media, wireless, finance; worked as Director of Engineering at Sony Pictures Entertainment (Los Angeles, USA) Crackle department



**ALEXANDER  
TRIGUB**

BACKEND TEAMLEAD

10 years of experience in successfully leading the full software development lifecycle; PHP Team\tech lead in Ciklum (20 PHP developers)

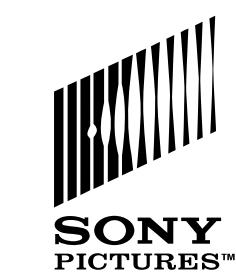


**IGOR  
DROZD**

SYSTEM ARCHITECT



ESFORCE



# TEAM



**ALEXANDR  
BESEDA**

LEAD ARCHITECT

9 years of experience in the industry with a vast portfolio of successfully delivered projects; well-regarded depositphotos.com developer



**DMITRIY  
LENNOY**

HEAD OF DEVELOPMENT

7 years of experience in IT with 5 years at management positions; worked as Delivery Manager in charge of a business unit of 150 people and a yearly budget of over \$6M



**ANDREY  
CHEREDNYCHENKO**

MARKETING DIRECTOR

7 years of experience in all marketing segments: agency, client and media; executed over 100 successful promo campaigns; strong background in Esports marketing



**MAX  
TKACHUK**

CHIEF DESIGNER

14 years of experience in design, 10 years in a leadership position; has solid experience in designing large-scale systems for both enterprise and customer-oriented business models



**PETR  
LOBODA**

PRODUCT MANAGER

Master's degree in Computer Science, PMP, Agile certified. Has 14 years in IT, 4 years of top-level project management experience with over 10 successfully delivered projects (web, mobile) in ecommerce, sales, healthcare, VR and social network



**OLEG  
BULAVKO**

HEAD OF MEDIA

11 years of solid experience in the Esports industry: Media, PR, Video-production and Live Broadcasting. Made an impact to make NaVi one of the most popular teams in the world with more than 5 million fans globally



# ADVISORY BOARD



**SUNDANCE  
DIGIOVANNI**

FORMER CEO & CO FOUNDER OF MLG  
VP CONTENT AND MEDIA OF BLIZZARD



**RALF  
REICHERT**

CEO OF ESL



**KIM  
ROM**

CHIEF GAMING OFFICER OF KINGUIN



**SALIM  
MITHA**

PARTNER AT EVOLUTION MEDIA



**ALEKSANDR  
AGAPITOV**

CEO OF XSOLLA



**EMMANUEL  
AIDOO**

DIRECTOR - INVESTMENT BANKING  
TECHNOLOGY



**KENNETH  
HSIA**

CO-FOUNDER OF BADWATER CAPITAL



**ALEXEY  
KUZNETSOV**

ESPORTS INDUSTRY LEADER



**MOE  
LEVIN**

CEO OF KEYNOTE



**JUWAN  
LEE**

CEO OF NEXCHANGE



**PATRIK  
SATTERMON**

CHIEF GAMING OFFICER OF FNATIC



**DENIS  
DOVGOPOLIY**

FOUNDER OF GROWTHUP GROUP

# PARTNERS



**ESL**

THE WORLD #1 ESPORTS COMPANY AND THE  
BIGGEST TOURNAMENT ORGANIZER



**NATUS VINCERE (NA`VI)**

ONE OF THE MOST POPULAR AND ONE OF THE  
MOST SUCCESSFUL ESPORTS TEAMS ON THE  
PLANET



**STARLADDER**

ONE OF THE BIGGEST TOURNAMENT ORGANIZER,  
PLATFORM FOR AMATEUR AND SEMI-  
PROFESSIONAL GAMERS



**SK GAMING**

LEADING ESPORTS ORGANIZATION AND ONE OF  
THE WORLD'S MOST RECOGNIZED BRANDS IN  
COMPETITIVE VIDEO GAMING



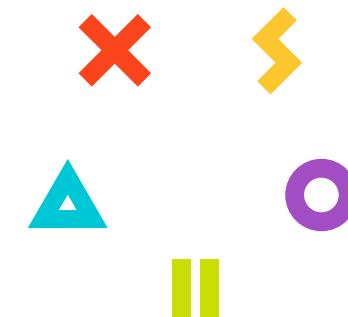
**DMARKET**

THE WORLD'S FIRST CROSS-GAME PLATFORM  
BASED ON BLOCKCHAIN AND SMART CONTRACTS  
THAT ENABLES ONE-CLICK SALE, EXCHANGE, OR  
EVALUATION OF EVERY VIRTUAL ITEM AMONG ALL  
GAMES ON ANY PLATFORM



**BADWATER CAPITAL**

FUND AND CONSULTANCY ACTIVE IN THE  
BLOCKCHAIN SPACE



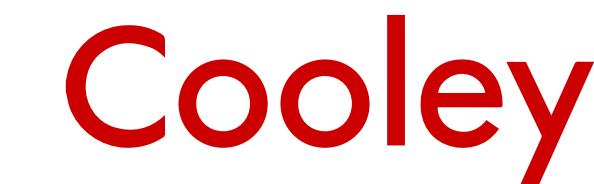
**XSOLLA**

GLOBAL DISTRIBUTOR AND PUBLISHER OF  
VIDEO GAMES, PROVIDING ITS CLIENTS –  
GAME DEVELOPERS AND PUBLISHERS – WITH  
ADVANCED TECHNICAL TOOLS TO OPTIMIZE USER  
ACQUISITION AND MONETIZATION EFFORTS



**LATHAM & WATKINS LLP**

GLOBAL FINTECH INDUSTRY GROUP ADVISES  
CLIENTS FROM NEW YORK, LONDON, FRANKFURT,  
HONG KONG, SINGAPORE, AND SILICON VALLEY ON  
TRAILBLAZING CORPORATE TRANSACTIONS AND  
COMPLEX REGULATORY MATTERS

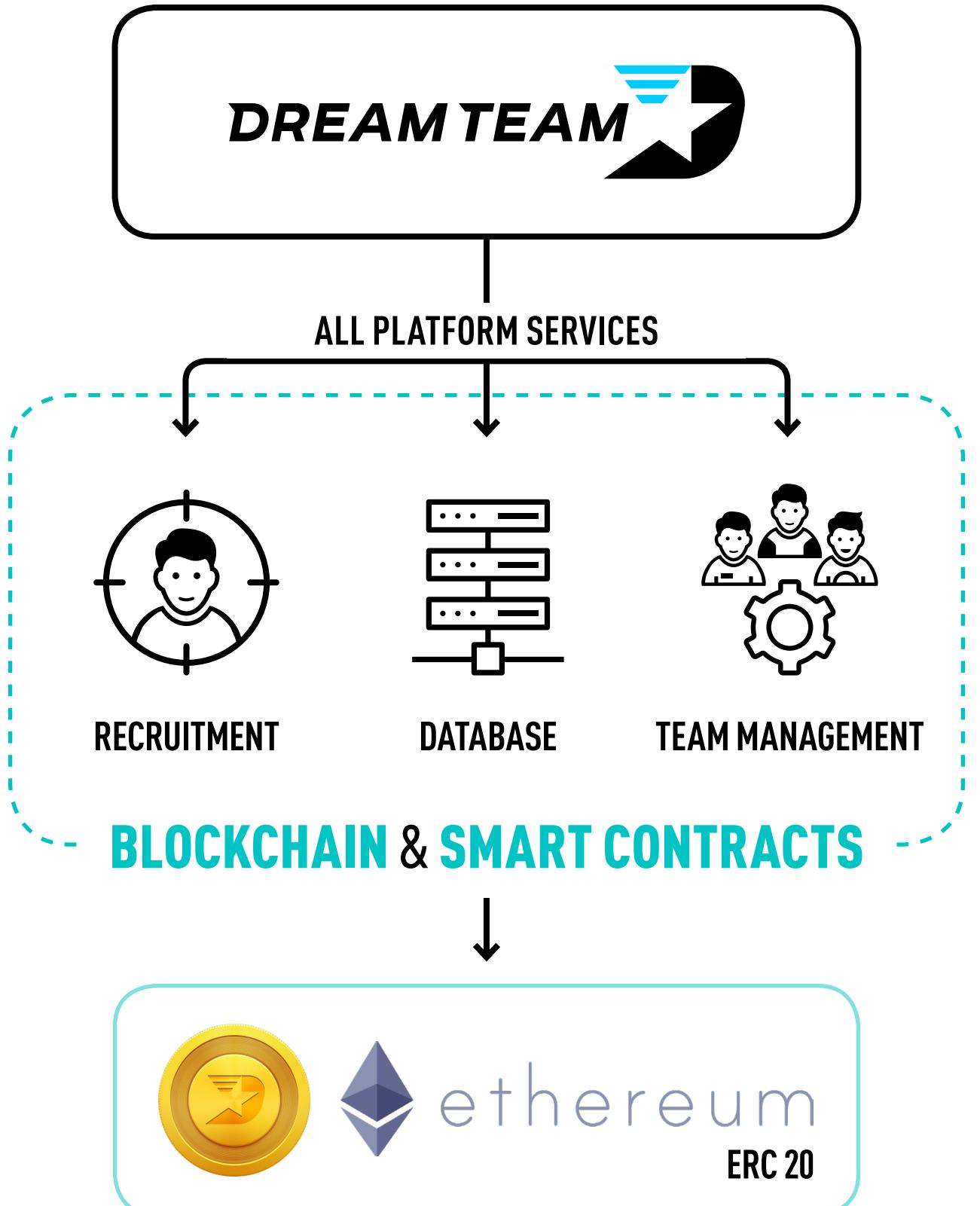


**COOLEY LLP**

ONE OF THE WORLD'S TOP 50 LAW FIRMS,  
ACCORDING TO AMERICAN LAWYER MAGAZINE'S  
GLOBAL 100, AND A RECOGNIZED LEADER IN THE  
BLOCKCHAIN TECHNOLOGY LAW!

# DREAMTEAM TOKEN & BLOCKCHAIN

## UNIVERSAL CURRENCY FOR ALL SERVICES AND PRODUCTS ON THE PLATFORM



For token sale, DreamTeam Token uses ethereum ERC20 token standard. In Q2 2018, when monetization is

- implemented, all tokens will be exchanged at 1=1 ratio for a more convenient platform - Eos/Tezos/Waves or a new protocol developed by DreamTeam.

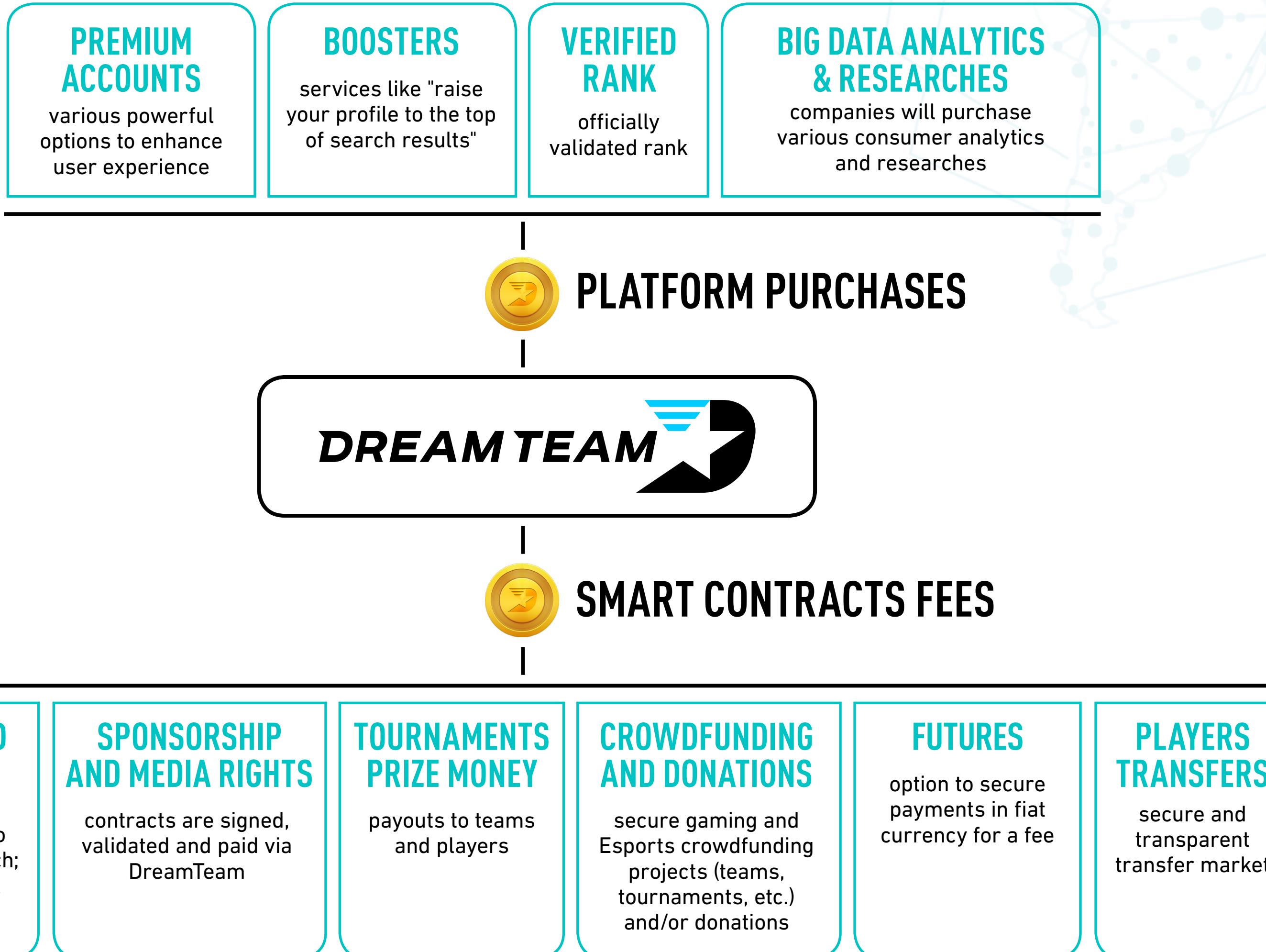
All DreamTeam token operations between platform users/accounts are written into blockchain register with compulsory and automated hash entry into the chain of blocks.

- Register is visible to everyone, but information is unchangeable and anonymous. This provides additional transparency and security.

Blockchain ensures security of financial transactions between DreamTeam users as well as regulates this next-generation financial ecosystem. DreamTeam will operate on the first and largest Ethereum-based blockchain platform for smart contracts. At this time, Ethereum blockchain technology is most suitable for DreamTeam needs, however the use of other platforms is possible in the future, as new options become available on the market (with consequent migration to new blockchains). Blockchain security is provided by data records of all DreamTeam Token movements from one account to another, with the obligatory and automatic hash recording into the Blockchain. The flow-of-funds record is open to the public. However, the registry information is unchangeable and anonymous.

# DREAMTEAM MONETIZATION OPTIONS

## DREAMTEAM PROVIDES A WIDE RANGE OF MONETIZATION OPTIONS



We developed a wide range of paid services, all of which will function on blockchain for secure operations management.

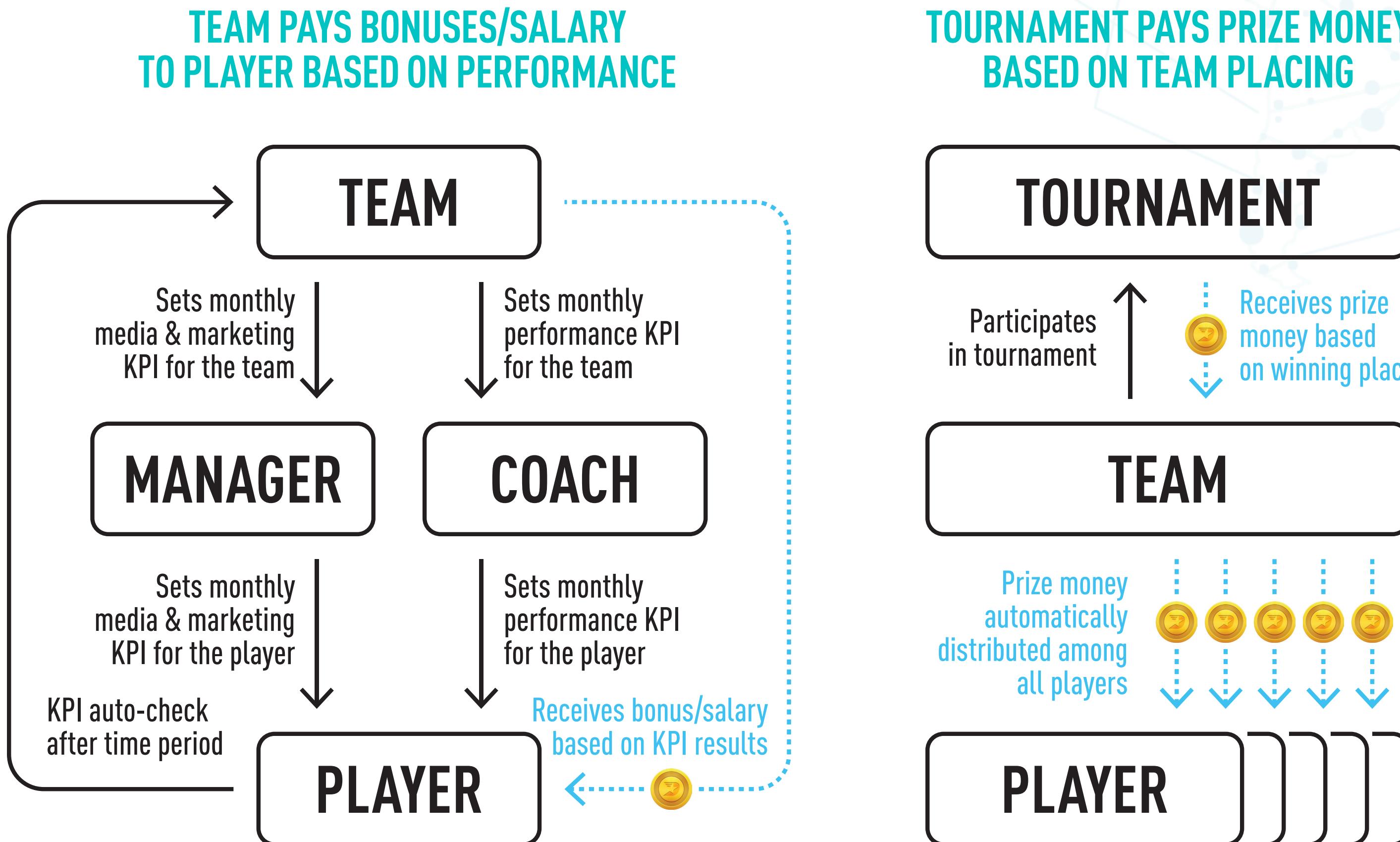
DreamTeam Token is the universal currency for making all purchases and payments on the platform.

Different services will be introduced gradually.

The 1.0 launch implies no monetization – its sole purpose is to generate active platform users & public awareness. In Q2 2018 we will introduce monetization and DreamTeam Token integration with basic versions of Premium Accounts, One-Time Services (management, analytic, tools, etc.) and Smart Contracts. At the end of Q4 2018, we will add extended features to the current services as well as the new ones, such as Rank Verification and Futures. In 2019 all monetization strategies will be fully implemented: including big data analytics, research, crowdfunding and other One-Time Services.

# SMART CONTRACTS EXAMPLES

## DOZENS OF POSSIBLE OPTIONS AVAILABLE FOR SMART CONTRACTS



Smart contracts will ensure contractual financial relations for all users without participation of third parties.

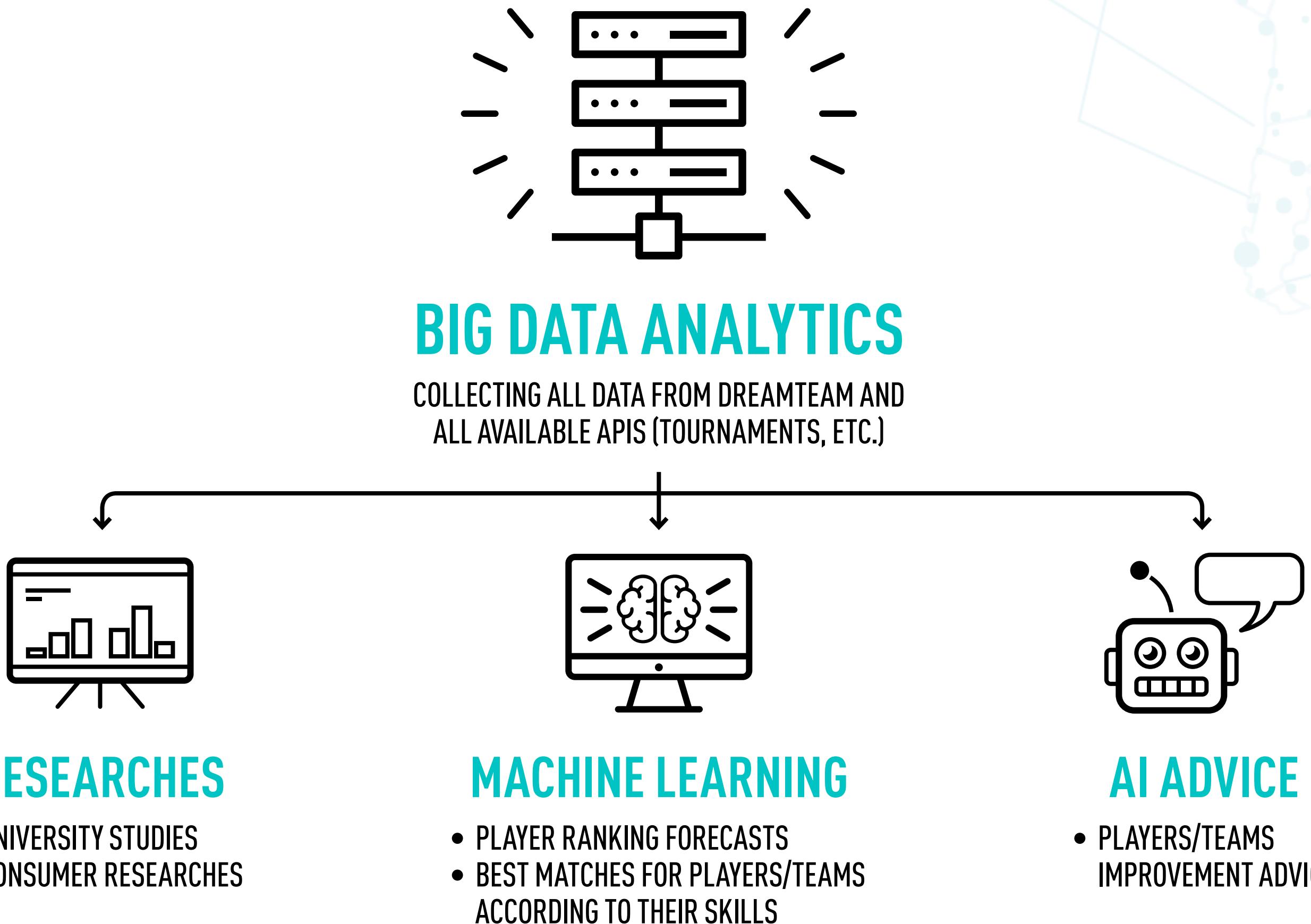
# PREMIUM ACCOUNTS EXAMPLES

## PREMIUM ACCOUNTS PROVIDE A WIDE RANGE OF SERVICES AND UPGRADES

|                   | PLAYER  |  | TEAM  |   |
|-------------------|---|--|---|---|
| PROFILE           | BASIC   | PREMIUM  | BASIC   | PREMIUM   |
| ADVANCED SEARCH   | -   | <ul style="list-style-type: none"> <li>✓ Advanced filters for Player/Team search</li> <li>✓ Can search for Full Teams</li> </ul>   | <ul style="list-style-type: none"> <li>✓ Search for Players looking for a Team</li> </ul> | <ul style="list-style-type: none"> <li>✓ Advanced Player filters</li> <li>✓ Search for all Players (on a Team or not)</li> </ul>  |
| TEAM APPLICATIONS | <ul style="list-style-type: none"> <li>✓ Can apply for vacancy with up to 100 applicants</li> </ul> | <ul style="list-style-type: none"> <li>✓ Can apply to a Full Team</li> <li>✓ Can apply for any vacancy w/o limit</li> <li>✓ Application appears at the TOP of the list</li> <li>✓ Receive Finalist List notification from Teams</li> <li>✓ Can see Full Team stack experience</li> </ul> | <ul style="list-style-type: none"> <li>✓ 100 Applications per vacancy</li> </ul>          | <ul style="list-style-type: none"> <li>✓ Unlimited number of applicants</li> <li>✓ Advanced vacancy creation options</li> <li>✓ Invitation to Players already on a Team</li> <li>✓ Invitation shown at the TOP of the list</li> </ul> |
| Pricing           | Free  | \$4.99 / 49.9 ⚡  | Free  | \$19.99 / 199.9 ⚡   |

# DATA SCIENCE EXAMPLES

## DREAMTEAM WILL BE THE MOST ADVANCED DATA SCIENCE PLATFORM FOR GAMERS



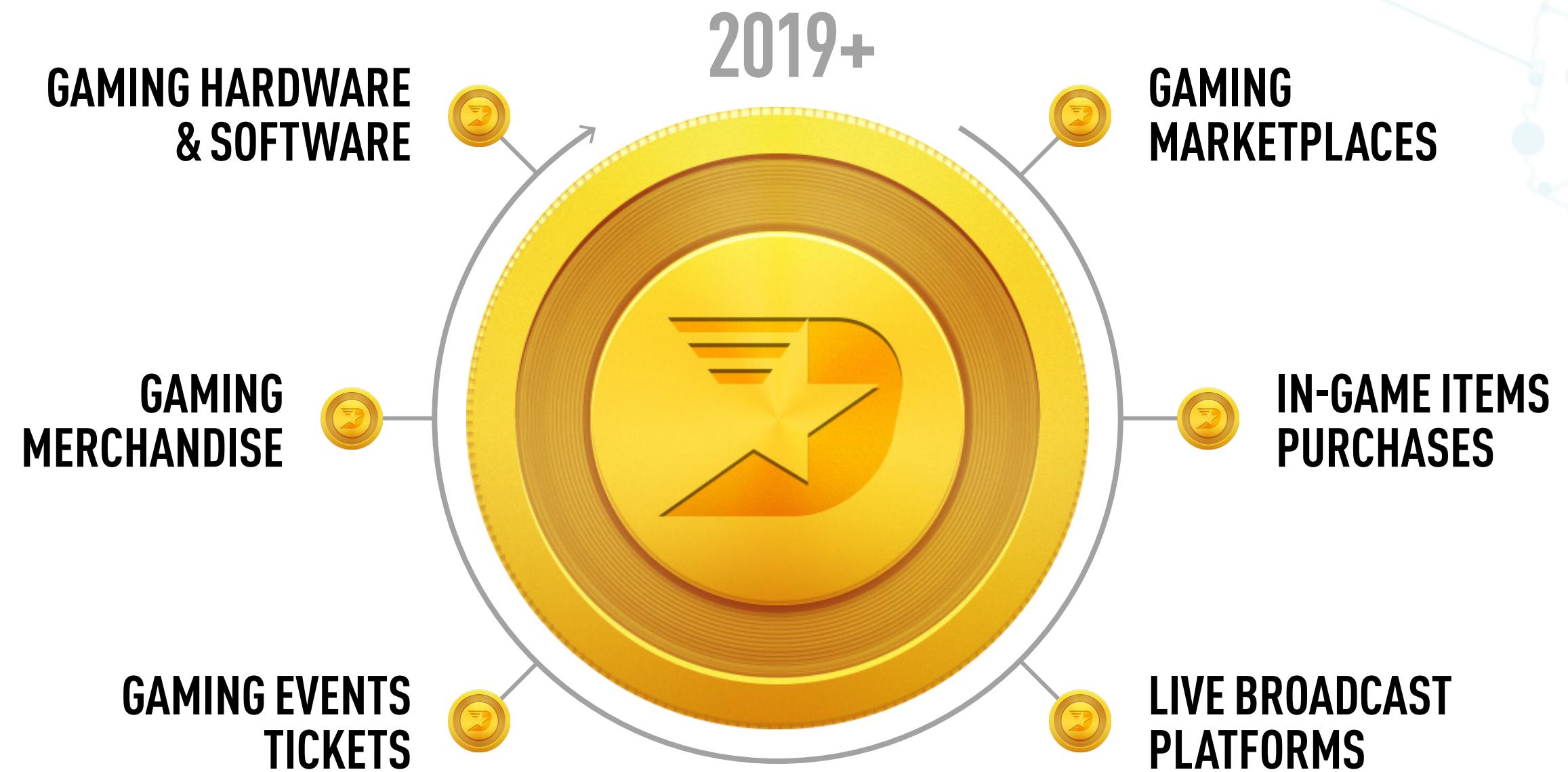
Data science is a powerful tool for analyzing large amounts of data, which is impossible to process in the conventional way. We will collect all incoming and outgoing data from DreamTeam and its connected sources: tournaments stats, open sources api, news web-sites, etc. All of this will be automatically processed to provide a high-quality output, like all kinds of researches. For instance, if you want more details on your audience, you can conduct a specifically targeted survey covering all the necessary questions and get a direct response.

As for machine learning, we're planning to create a system that will forecast player rank based on prior users' experience, and automatically match or suggest players for teams and vice versa. Moreover, AI will give advice on improving player performance by analyzing the tactics used in millions of game matches happening on the platform and connected to it.

All of these big data services, as well as all other services, can only be paid for with DreamTeam Tokens.

# DREAMTEAM TOKEN OUTSIDE THE PLATFORM

## SERVICES & MARKETS WITH UP TO \$5BN IN YEARLY TURNOVER



Starting in 2019, we will gradually integrate DreamTeam Tokens into the whole gaming and Esports ecosystem. This will include both the “virtual” segment (marketplaces, in-game items, etc.) and the “physical” (hardware, merchandise).

DreamTeam Token can be used in marketplaces for trading in-game perks (such as skins), and as blockchain develops, even game characters and any other items. With further integration, DreamTeam Token will become the currency of competitive online games and MMO's. You will even be able to donate to your favorite streamers on live broadcast platforms with DreamTeam Token. Moreover, we plan to build/integrate special payment solutions in the future, so that DreamTeam Token holders will be able to pay for gaming event tickets and even hardware.

Of course, none of those markets and marketplaces can be treated as secondary markets; neither DreamTeam Token is intended to be traded or used in any manner in the secondary market.

After 5 years of continuous development and improvements, we will cover markets and services with a \$4-5 Bn yearly turnover.

# TOKEN SALE STRUCTURE AND DISTRIBUTION

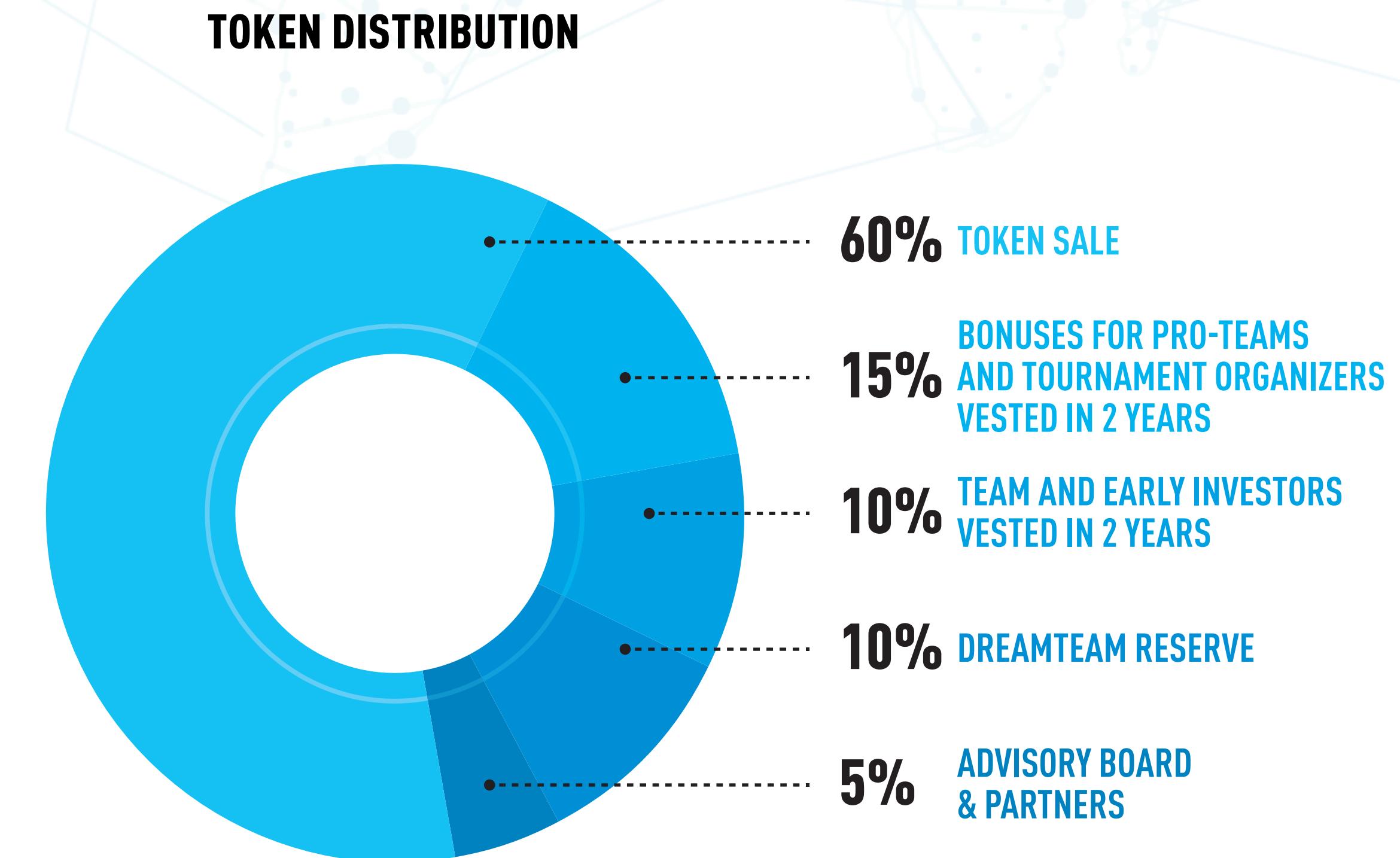
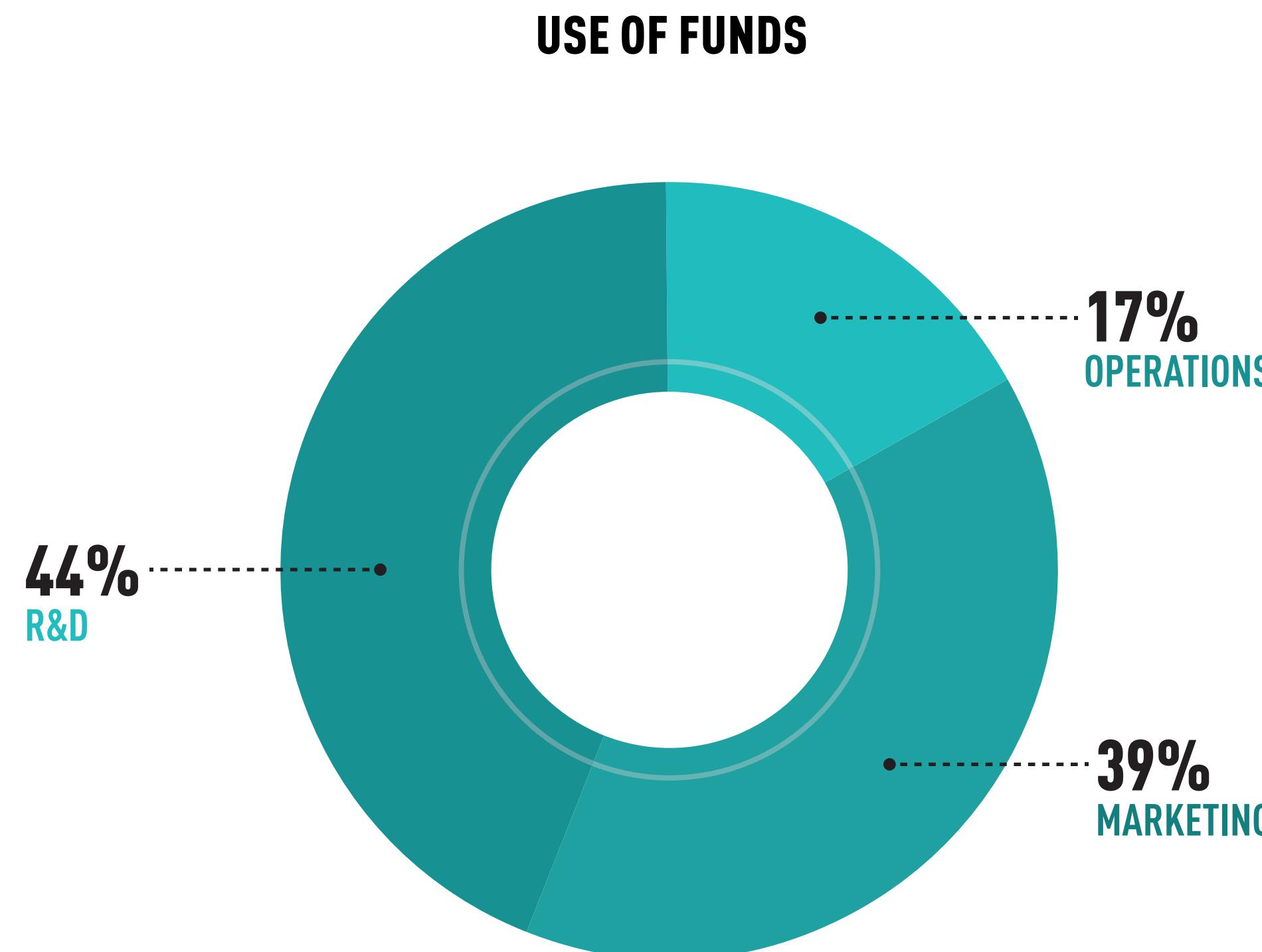
**OVERALL CAP: \$45,000,000**

| PRE-SALE #1   | TOKEN-SALE #1  | PRE-SALE #2                                     | TOKEN-SALE #2   |
|---|--|---|---|
|   |  |   | <b>HARD CAP:</b><br>= OVERALL CAP - PRE-SALE #1 - TOKEN-SALE #1 |
| <b>MINIMUM GOAL:</b><br>\$ 2,000,000 (INCLUDED IN OVERALL CAP)  |  |   |   |
| <b>HARD CAP:</b><br>\$ 6,000,000 (INCLUDED IN OVERALL CAP)  |  |   |   |
| <b>PRE-SALE INVITE LINKS WILL BE SENT:</b><br>7 <sup>TH</sup> OF DECEMBER (12:00 PM NYC, 17:00 LDN, 19:00 MSK, 24:00 HKG) | <b>START:</b><br>11 <sup>TH</sup> OF DECEMBER (12:00 PM NYC, 17:00 LDN, 19:00 MSK, 24:00 HKG)    | <b>DATES:</b><br>FEBRUARY 2018                  | <b>DATES:</b><br>FEBRUARY 2018                                  |
| <b>PRE-SALE ENDS:</b><br>10 <sup>TH</sup> OF DECEMBER (12:00 PM NYC, 17:00 LDN, 19:00 MSK, 24:00 HKG)                     | <b>END:</b><br>14 <sup>TH</sup> OF DECEMBER (12:00 PM NYC, 17:00 LDN, 19:00 MSK, 24:00 HKG)      | <b>EXCHANGE:</b><br>1 ETH = 1600 DTT            | <b>EXCHANGE:</b><br>1 ETH = 1600 DTT                            |
| <b>EXCHANGE:</b><br>1 ETH = 2000 DTT  | <b>EXCHANGE:</b><br>1 ETH = 2000 DTT   | <b>CURRENCY:</b><br>ETH, BTC                    | <b>CURRENCY:</b><br>ETH, BTC                                    |
| <b>CURRENCY:</b><br>ETH, BTC  | <b>CURRENCY:</b><br>ETH, BTC   | <b>BONUSES:</b><br>TBA                          | <b>BONUSES:</b><br>TBA  |
| <b>BONUSES:</b><br>15%  | <b>BONUSES:</b><br>1 <sup>ST</sup> DAY - 10%, 2 <sup>ND</sup> DAY - 5%, 3 <sup>RD</sup> DAY - 3% | <b>MINIMUM TRANSACTION AMOUNT:</b><br>\$50,000  | <b>MINIMUM TRANSACTION AMOUNT:</b><br>0.1 ETH                   |
| <b>MINIMUM TRANSACTION AMOUNT:</b><br>\$50,000  | <b>MINIMUM TRANSACTION AMOUNT:</b><br>0.1 ETH  | <b>MAXIMUM TRANSACTION AMOUNT:</b><br>UNLIMITED | <b>MAXIMUM TRANSACTION AMOUNT:</b><br>UNLIMITED                 |
| <b>MAXIMUM TRANSACTION AMOUNT:</b><br>UNLIMITED   | <b>MAXIMUM TRANSACTION AMOUNT:</b><br>UNLIMITED  |   |   |

## GENERAL/ADDITIONAL TOKEN SALE INFO:

- Tokens can be used within the DreamTeam platform, by third-party services and platforms at their own risk and lawful discretion.
- For token sale, DreamTeam token uses Ethereum ERC20 token standard. In 2018 all tokens will be exchanged at 1=1 ratio for more convenient platform - Eos/Tezos/Waves or our own platform.
- Token issue – within 30 days after the end of Token Sale with their subsequent placement in users' wallets within the platform.
- Date when DreamTeam Token gets listed on stock exchanges - TBA.
- Stock exchanges with DreamTeam Token - TBA.
- Standard KYC and AML rules will apply.

# USE OF FUNDS

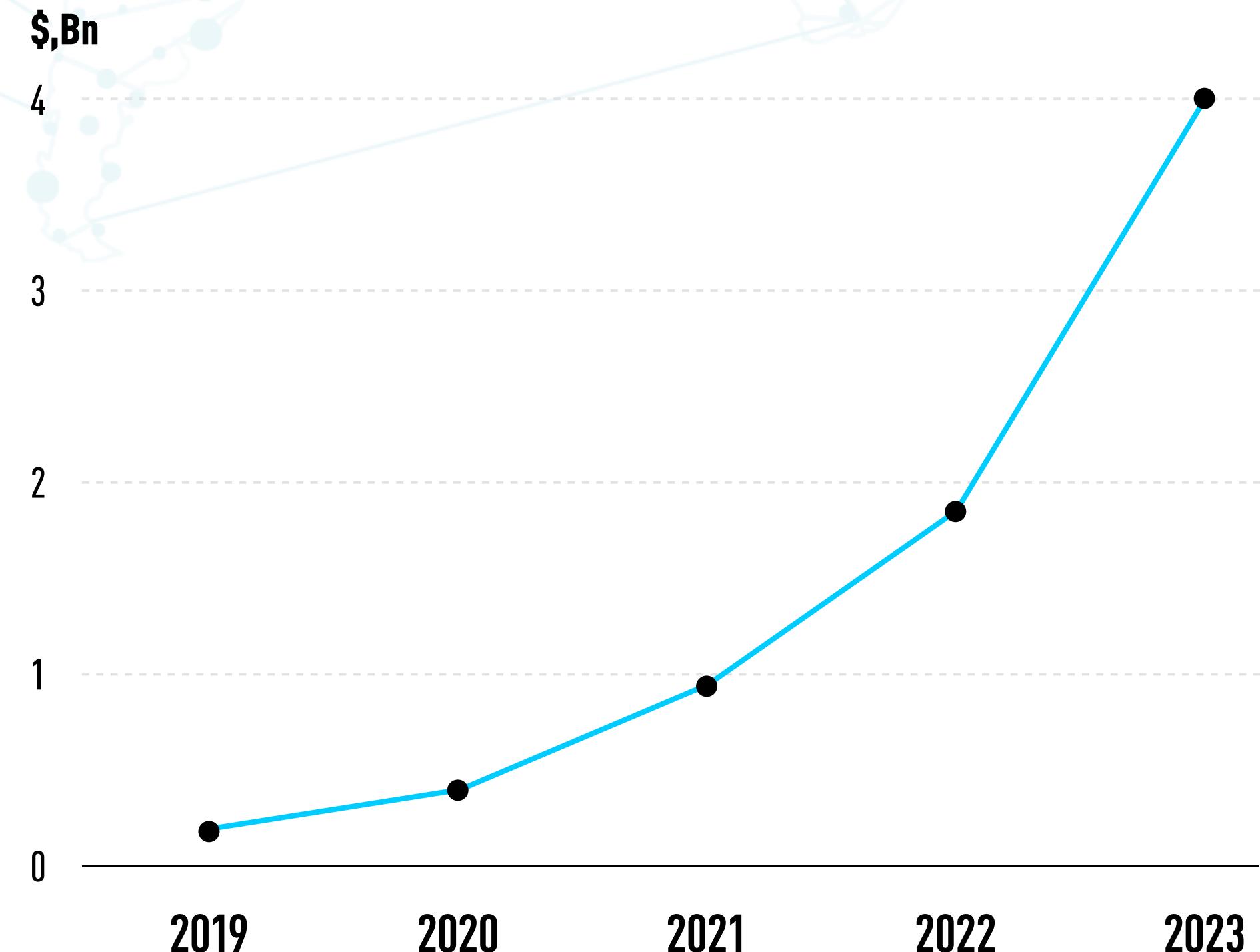


# FINANCIAL FORECAST

## DREAMTEAM COST STRUCTURE

| YEARLY EXPENSES, '000 USD           | 2017         | 2018         | 2019         | 2020          | 2021          | 2022          | TOTAL         |
|-------------------------------------|--------------|--------------|--------------|---------------|---------------|---------------|---------------|
| <b>DEVELOPMENT</b>                  |              |              |              |               |               |               |               |
| PRODUCT DEVELOPMENT TEAM            | 408          | 748          | 1 235        | 2 058         | 3 260         | 4 742         | 12 452        |
| BUSINESS DEVELOPMENT TEAM           | 146          | 437          | 721          | 1 201         | 1 903         | 2 768         | 7 175         |
| MEDIA & CONTENT                     | 13           | 66           | 101          | 173           | 270           | 399           | 1 021         |
| IT & INFRASTRUCTURE                 | 101          | 141          | 200          | 285           | 410           | 594           | 1 730         |
| OTHER EMPLOYEES                     | -            | 15           | 41           | 68            | 141           | 211           | 475           |
| TOP MANAGEMENT                      | 148          | 504          | 605          | 847           | 847           | 1 361         | 4 311         |
| <b>MARKETING</b>                    |              |              |              |               |               |               |               |
| SPONSORSHIP & ADVERTISEMENT         | 140          | 1 540        | 2 202        | 2 981         | 3 895         | 4 960         | 15 719        |
| PR & PROMO                          | 35           | 438          | 502          | 552           | 608           | 668           | 2 803         |
| MARKETING & PR TEAM                 | 151          | 554          | 915          | 640           | 1 215         | 1 756         | 5 232         |
| <b>GENERAL &amp; ADMINISTRATIVE</b> |              |              |              |               |               |               |               |
| OFFICE UA                           | 95           | 268          | 322          | 362           | 501           | 511           | 2 058         |
| OFFICE US                           | -            | 83           | 303          | 632           | 876           | 1 338         | 3 232         |
| SOFTWARE                            | 30           | 106          | 167          | 243           | 337           | 429           | 1 312         |
| FINANCES & LEGAL                    | 55           | 82           | 123          | 184           | 221           | 265           | 930           |
| BUSINESS TRIPS                      | 19           | 63           | 95           | 131           | 173           | 210           | 691           |
| <b>CAPEX</b>                        |              |              |              |               |               |               |               |
| HARDWARE & EQUIPMENT                | 113          | 343          | 308          | 398           | 500           | 522           | 2 184         |
| <b>TOTAL COSTS</b>                  | <b>1 453</b> | <b>5 387</b> | <b>7 839</b> | <b>10 757</b> | <b>15 155</b> | <b>20 733</b> | <b>61 325</b> |

## DREAMTEAM TOKEN TRANSACTIONS AMOUNT FORECAST IN USD EQUIVALENT



# WHAT'S NEXT?



**WEBSITE:**  
[dreamteam.gg](http://dreamteam.gg)

**TOKEN SALE:**  
[token.dreamteam.gg](http://token.dreamteam.gg)  
[token@dreamteam.gg](mailto:token@dreamteam.gg)