



E T H E R S P O R T Z

ETHERSPORTZ PLATFORM & ESZCOIN WHITEPAPER

JANUARY 7, 2018
VERSION 2.6

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DISCLAIMER

This document may contain forward-looking statements, subject to risks and uncertainties that could cause actual results to differ materially.

This document is for informational purposes only and does not constitute an offer or solicitation to sell shares or securities in EtherSportz, LLC. or any related or associated company. Any such offer or solicitation will be made only by means of a confidential offering memorandum and in accordance with terms of all applicable securities and other laws.

This document does not constitute a prospectus of any sort, neither do we intend to represent the sale of this token as being an Initial Public Offering or Share/Equity offering. This token sale does not involve the exchange of crypto currencies for any form of Ordinary Shares in EtherSportz, LLC. neither does the ESZCoin token purchaser receive any form of dividend that is guaranteed.

*The EtherSportz ESZCoin token sale is closed to and **not** intended for U.S. citizens or permanent residents of the United States, and people with a primary residence or domicile in the United States, including Puerto Rico, the U.S. Virgin Islands, and any other territories of the United States.*

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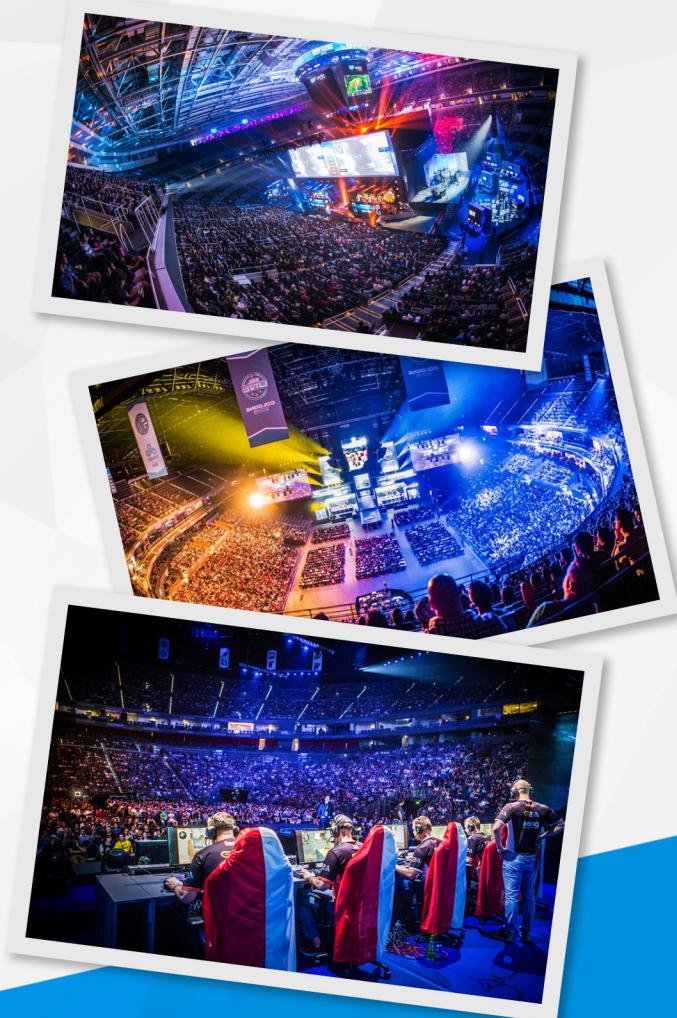
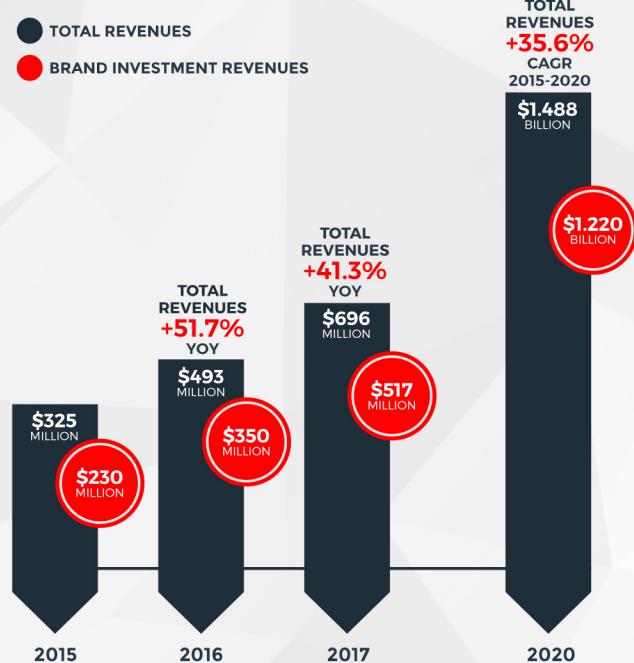
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INTRODUCTION TO ESPORTS

Skill-based competitive gaming, also known as eSports, is one of the fastest growing sectors of the video-games industry. Amateur and professional gamers compete predominantly online across numerous websites that provide tournaments for a range of popular competitive titles. Examples of such games include CS-GO (Counter Strike), League of Legends and DOTA 2. Although the bulk of competitions take place over the internet, many of the larger-scale, higher stake tournaments take place at live venues, some of which feature prize pools with hundreds of thousands of dollars.

As the global market for eSports has grown, the market for eSports wagering has exploded. The top eSports players are earning upwards of \$1m, and estimated global revenue for the eSports market is projected to hit \$696m by the end of 2017. The professional eSports industry is almost completely consumed via internet streaming with companies such as the Amazon-owned Twitch providing millions of spectators with 24/7 coverage and the ability to engage with other users in real-time. It is this streaming element which has allowed eSports as an industry to flourish and gain significant traction.

GLOBAL ESPORTS REVENUE GROWTH*



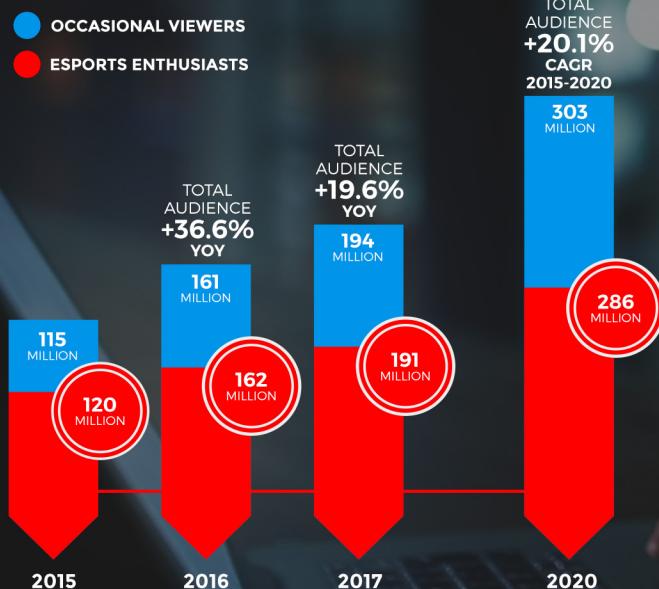
ESPORTS AUDIENCE EXPLOSION

More people are already watching eSports than are watching the NBA Finals and the MLB World Series. The League of Legends Season 3 World Championship, which was staged in the sold-out Staples Center in Los Angeles last October, and had 32 million viewers worldwide. Compare that to the 24.4 million viewers who watched 2017's NBA finals, or the 40 million who watched the 2017 MLB World Series. eSports viewership has almost doubled over the last few years, and the audience size is projected to continue to grow, and unlike most national sports, it has the advantage of appealing to a worldwide audience.

The player size for these games is massive. In January, League of Legends – just a single online game – announced that it has 67 million monthly players worldwide. For comparison, only an estimated 24 million people play basketball in the United States, and less than 9 million people play football. Moreover, these players spend a considerable amount of money on the markets around these games – 69% of them buy additional goods/services related to their favorite games, 28% buy related merchandise, 24% spend money betting, and 22% pay for some type of subscription service related to their favorite games.

Online viewing for esports is big business. Amazon owned Twitch, the leading video game streaming platform used by professional gamers, has become the fourth-leading website in peak internet traffic in the United States, ahead of Facebook. Amazon recently outbid Google to purchase Twitch for around \$1 billion. Meanwhile, Google owned YouTube caters to over 470 million people who watch online gaming on a regular basis.

ESPORTS AUDIENCE GROWTH*



**"ESPORTS WILL HAVE
BIGGER AUDIENCES
THAN THE NFL
BY 2020"**

- JUNIPER RESEARCH

ETHERSPORTZ ESPORTS PLATFORM OVERVIEW

EtherSportz is being developed as an online based eSports tournament platform for popular games like DOTA 2 (Defense of the Ancients 2), League of Legends, CS-GO (Counter-Strike: Global Offensive), and PUBG (PlayerUnknowns: Battlegrounds). Competitors can participate in prize pool tournaments by registering for EtherSportz hosted events by paying a Cash, Bitcoin or Ether entry fee. The top tournament winners will receive 90% of the prize pool generated by the entry fees. The remaining 10% of the entry fees will go to support the EtherSportz platform and pay investors quarterly dividends.



WHAT MAKES ETHERSPORTZ DIFFERENT?

What separates EtherSportz from the competition? Our competitors require users to buy and wager tokens they created and control but why do we need yet another token when you could win something that already has established value like Cash, Bitcoin or Ether? EtherSportz will allow users to win real Cash, Bitcoin and Ether by entering our prize pool eSports tournaments.

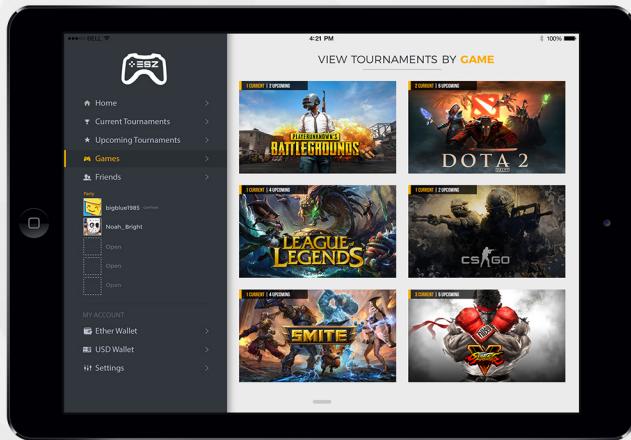
A close-up, slightly blurred photograph of a person's hands gripping a dark-colored video game controller. The hands are positioned on the left and right sides of the controller, with fingers on the joysticks and buttons. The background is a soft, out-of-focus teal color.

“GAMING IS WHAT EVERY TRADITIONAL SPORTS LEAGUE IS DESPERATE TO BECOME: YOUNG, GLOBAL, DIGITAL AND INCREASINGLY DIVERSE.”

- BEN CASSELMAN, ESPN

HOW ETHERSPORTZ WORKS

Ethersportz allows users to connect to Steam, the most popular online gaming platform, where they can easily play the games they're already familiar with, either alone or on teams with their friends, to win money in our hourly tournaments.

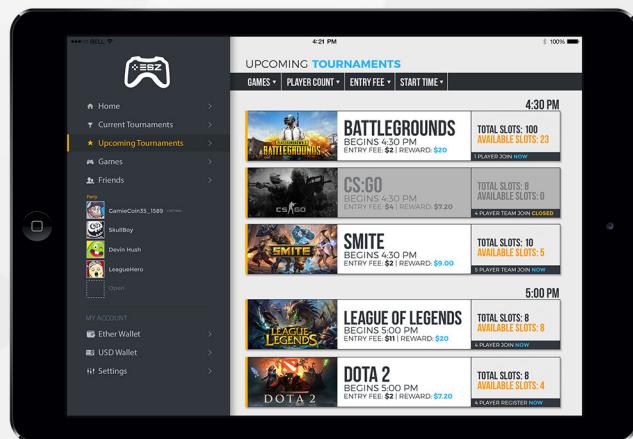


STEP ONE: CHOOSE GAME

Choose one of your favorite supported online PC games.

STEP TWO: SELECT HOURLY TOURNAMENT

Select one of the hourly prize pool tournaments being hosted for the game you want to play.



STEP THREE: PAY ENTRY FEE

Pay the tournament entry fee using Cash, Bitcoin or Ether from your EtherSportz web wallet.

HOW ETHERSPORTZ WORKS (CONT.)

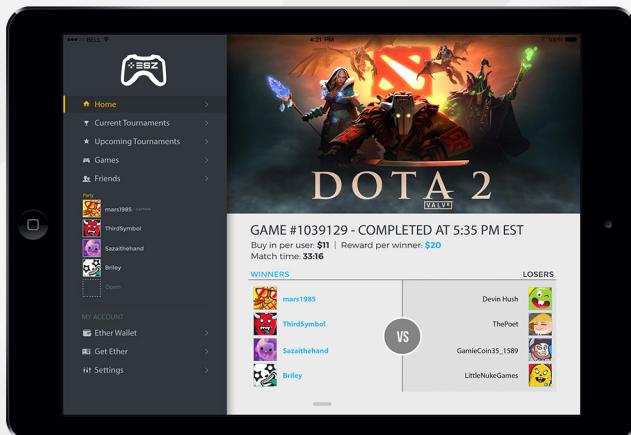


STEP FOUR: CONNECT TO YOUR GAME ACCOUNT

From EtherSportz connect your game account. For example a Steam game would authenticate your account using the Steam API. This connection will be used to authenticate and report back in available game stat.

STEP FIVE: RECEIVE PASSWORD AND JOIN GAME

Once registered you will instantly receive the private tournament password. (Unregistered usernames that obtain the password without registering on EtherSportz will be automatically kicked from the server.)



STEP SIX: RECEIVE REWARDS

When the game finishes, EtherSportz fetches the results and processes the rewards to the tournament winners. Winners will receive rewards in the form of Cash, Ether and Bitcoin to their web wallet that can then be withdrawn.

WHAT IS ESZCOIN?

ESZCoin is designed as a decentralized ERC20 token on the Ethereum blockchain. ESZCoin is being used to fund the development of the EtherSportz platform. ESZCoin holders will collect 50% of the profits generated from the EtherSportz platform four times per year as a quarterly reward. Non Ether fees such as Cash and Bitcoin will be converted to Ether and held in a secure Ethereum reward pool smart contract, that will be publicly accessible and transparent to the network. The amount of rewards generated for ESZCoin holders will be determined by the popularity of the EtherSportz platform.

ESZCoin will only be minted once and available during our token sale distribution phase. Only 10 million ESZCoins will ever be minted. There will never be another minting, and any unsold ESZCoin tokens allotted for the token sale will be destroyed after the initial sale. Check out our website at **EtherSportz.com** for details on sale dates and requirements to participate.

ESZCOIN TOKEN SALE OVERVIEW

ESZCoin holders are eligible to collect 50% of the total Cash, Bitcoin and Ether fees generated from the EtherSportz platform in the form of Ether, four times per year as a quarterly reward for holding ESZCoin. Non Ether fees, such as Cash and Bitcoin, will be converted to Ether and sent to the reward pool before each quarterly reward period.

The Ether rewards will be proportional to the number of ESZCoins each person holds. For example if you own 10% of all ESZCoins then you could collect 10% of EtherSportz reward pool. The amount of rewards generated for the ESZCoin reward pool will be determined by the popularity of the EtherSportz platform. There is always the risk that the platform will not become popular and no rewards would be generated.



TOKEN SALE DATE: JANUARY 9, 2018

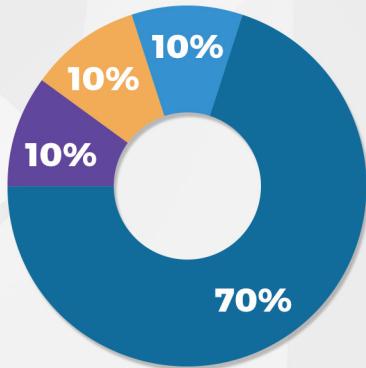
Token: **ESZCoin**

Protocol: **ERC20**

Soft Cap: **\$500,000 USD Minimum Funding Goal**

Hard Cap: **\$3.5 Million USD Funding Hard-cap (Up to)**

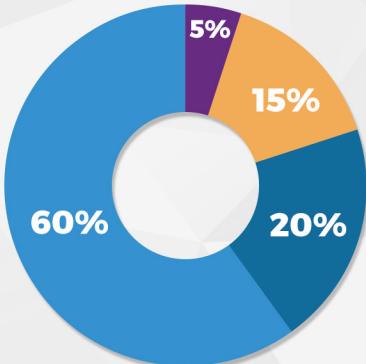
Minimum Contribution: **\$100 USD**



TOKEN ALLOCATION

- **70% Token Sale**
7,000,000 ESZCoin Tokens
- **10% Marketing, Bounty & Partnerships**
1,000,000 ESZCoin Tokens
- **10% Team Pool (2 Year Lock)**
1,000,000 ESZCoin Tokens
- **10% Company Cold Storage (5 Year Lock)**
1,000,000 ESZCoin Tokens

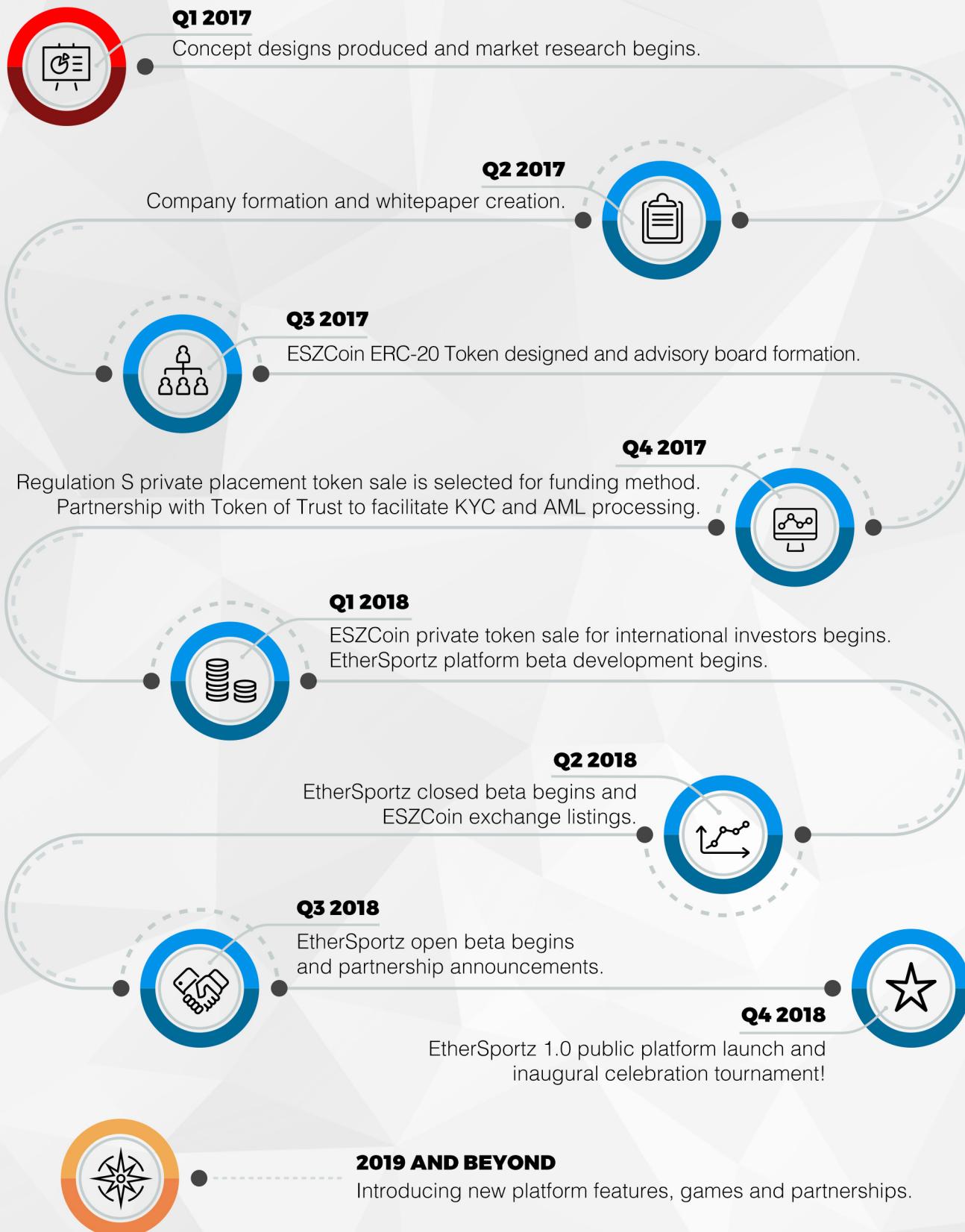
TOTAL SUPPLY: 10,000,000 ESZ



FUNDING BUDGET ALLOCATION

- **60% Platform Development**
- **20% Promotion, Marketing & Contractors**
- **15% Administration & Project Management**
- **5% Contingency**

ETHERSPORTZ ROADMAP



MEET THE TEAM



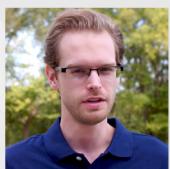
MATTHEW SKINNER - FOUNDER & SOLUTION ARCHITECT

Matthew's career has focused on business process improvement and optimization with a highlight on developing technology that intelligently empowers the end user. Skinner has been part of various tech start-ups, entrepreneurial ventures and is currently working as a Microsoft SharePoint Solutions Architect. Connect with Matthew Skinner on LinkedIn.



JOSH LAMONT - FOUNDER & SOLUTION DESIGNER

Josh has been involved in the design and development field for over 15 years. He's done work for clients like the Department of Defense, YMCA, and Discovery, in addition to developing a major education platform and being instrumental in several large national marketing campaigns. Additionally, he founded Little Nuke Games, which successfully crowd funded Spheres of Influence, a now popular board game.



ANDREW LISECH - PROJECT MANAGER

Andrew is currently working out of the Richmond VA area where he's pursuing an advanced degree in Neuroscience. Andrew has project and community management experience. When not managing developers, Andrew moonlights as a actor and recently had a minor role in AMC's TURN: Washington's Spies.



ALEX TROTTIER - SMART CONTRACT SOLIDITY DEVELOPER

Alex is a Jr. Developer for ETHLend and is currently living in Vancouver, Canada. He is passionate about all things tech, but his main interest lies within Linux, Blockchain Technology, and CryptoCurrencies. Alex believes that blockchain technology is highly undervalued, and has great potential in the financial sector, which has inspired him to continue developing in this ever growing field.



CHARLES PERSSON - SERVER ENGINEER

Charles currently works at Amazon.com as a Amazon Web Service (AWS) Data Technician. He has extensive experience troubleshooting server network, hardware and software problems. Additionally, he maintains hardware and software inventory and maintenance logs at the Ashburn facility. He also has experience in app development.



NIKITA GOHIL - COMMUNITY ADVISOR

Nikita is an entrepreneur, founder of IOG Investments and an investor within; Cryptocurrency, ICO's and the Financial Market. Whilst being a global networker, gaining over 29,000 followers on LinkedIn. Enabling her to network and correspond with influential leaders within financial services, as well as contributing in various investment ventures.

ADVISORY BOARD



TRAVIS REEDER - TECHNICAL ADVISOR

Travis is currently an Architect at Oracle building cutting edge cloud technology. He was co-founder and CTO of Iron.io, a pioneer in serverless computing, heading up the architecture and engineering efforts. His past experience naturally drew him to cloud infrastructure as it is a natural fit for building scalable applications.



MAX OLTERSDORF - STRATEGIC ADVISOR

Max has worked for the Obama White House, Goldman Sachs, and Alpine Investors and is a Co-founder at Duo Collective. Max received his degree in Economics from the University of California, Berkeley and has three citizenships.



REUBEN GODFREY - BLOCKCHAIN ADVISOR

Reuben co-founder the Blockchain Association of Ireland and the Irish Chamber of Commerce in Slovakia with an ambassador role on the GDPR Awareness Coalition and on the NSAI National Mirror Committee to ISO TC 30. He has worked in sales, business development, finance and operations roles for major multinationals and start-ups globally.



TOBIAS RATSCHELLER - ICO ADVISOR

Tobias has been active in the Internet industry for the past 20 years as entrepreneur, advisor and investor. Through his company Senza Limiti, he invests in digital assets such as domains and websites. Tobias is an active crypto currency investor since 2012. In a previous life, he created Open Source tools phpMyAdmin and phpAds (now OpenX).



SAM BUXTON - STRATEGIC ADVISOR

Sam is an entrepreneur and an investor living in Gibraltar. He has worked for multiple fin tech start ups and is passionate about venture creation and Blockchain. He has consulted multiple Blockchain projects and specializes in banking, payments and corporate structuring.



IYKE ARU - BLOCKCHAIN ADVISOR

Iyke is Africa's leading Blockchain educator, writer and a crypto investor that has been involved in a couple of successful ICOs including LAToken. Iyke has been an internet entrepreneur for over 15 years with vast experience with both mainstream and internet investment. Iyke also writes about crypto as an author for the Cointelegraph.