



MOBATECH

WHITE PAPER

Version 1.0

INTRODUCING

MOBATECH is an independent software supplier, research and technology investment. We are providing open game platforms and professional services for both live and online gaming sectors. We believe in value-driven technology solutions that simplify \ your business whether you are an operator, supplier or regulator.

Mobatech is fully managed and operated by MOBA TECHNOLOGY INVESTMENT AND RESEARCH COMPANY.

MOBATECH will provide services for online games, broadcast international tournaments, data services of famous players in the “gamebiz” and thereby earn huge revenue from the game industry. flourishing.

SUMMARY

Video games have been around for decades, providing entertainment for children and adults alike. And the tremendous growth of the video game industry has led to the participation of large organizations in organizing tournaments ranging from semi-professional to professional tournaments held all over the world.

SUMMARY

The gaming industry is considered to be one of the most exciting industries in tech because of its importance to culture, entertainment and technological advancement. PC, console and mobile gaming companies are using the latest in tech to bring their games to the screens of more than two billion people all over the globe.



VISION AND MISSION

MOBATECH, leveraging the modernest technology, creates a bridge between the gamers who want to compete on the game tournaments, and all the partners that're going to host any tournaments for any kind of games. To become one of the world's leading gaming market service management businesses by leveraging our strengths in technology and the foundation we've built over the years.



VISION AND MISSION

We want to create services and technology infrastructure for the world's modern online game industry with optimized technologies for players to experience the fullest.

Our mission is to provide the best service, and to increase the best experience to our community where gamers and our partners can interact safely.



VISION AND MISSION

Mobatech aims to create a stable, fast and secure operating product by applying the most advanced technologies in the IT field such as AI, Blockchain, and data encryption.

MARKET OVERVIEW

By 2020, esports is projected to have a viewership of more than 70 million people for a final. That's more viewers than the NBA finals, NHL Stanley Cup finals or the World Series.

Streaming games have become uber-popular to the point where the top four platforms (Twitch, Youtube Gaming, Mixer and Facebook Gaming) garnered a combined 13 billion hours watched in 2019.

MARKET OVERVIEW

ESPORTS GLOBAL FAN GROWTH



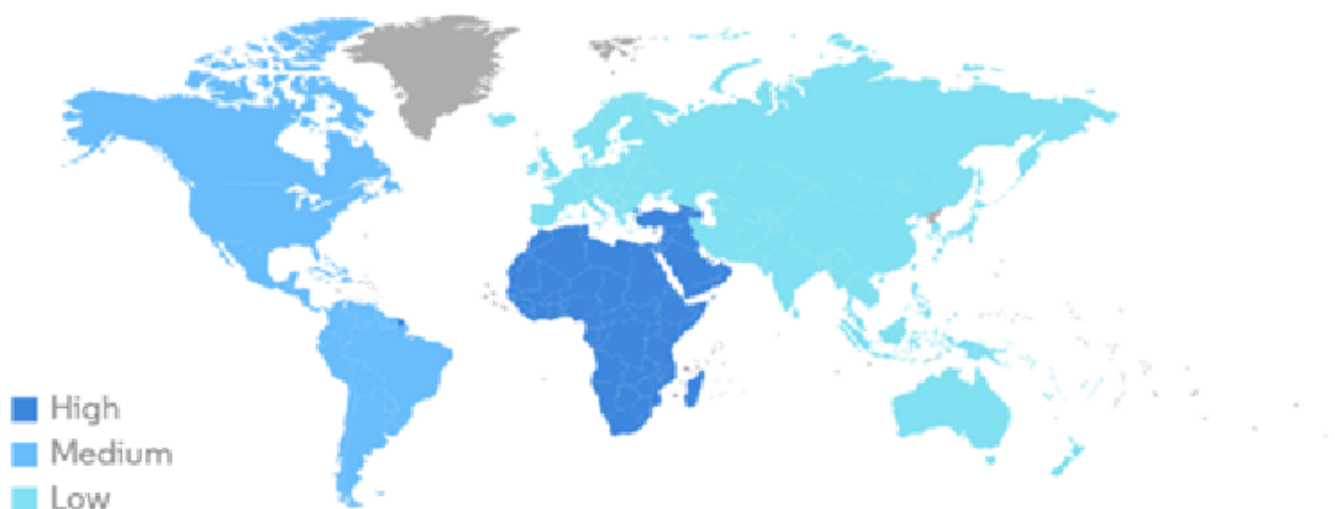
Source: <https://www.slideshare.net/ActivateInc/think-again-tech-media-outlook-2017-67604099>

Created by MBA@Syracuse, Syracuse University's online MBA program

MARKET OVERVIEW

The growing preference for online gaming among individuals is driving the popularity of massively multiplayer online (MMO), Free2Play (F2P), and multiplayer games; and the trend is anticipated to continue over the forecast period. Hence, game developers are focusing on the compatibility and efficiency of hardware. At the same time, the changing consumer preferences and the rising levels of disposable income across the globe are driving the large-scale adoption of advanced gaming consoles equipped with sophisticated features, such as record & share and cross-platform gameplay.

Gaming Market - Growth Rate by Region (2022-2027)



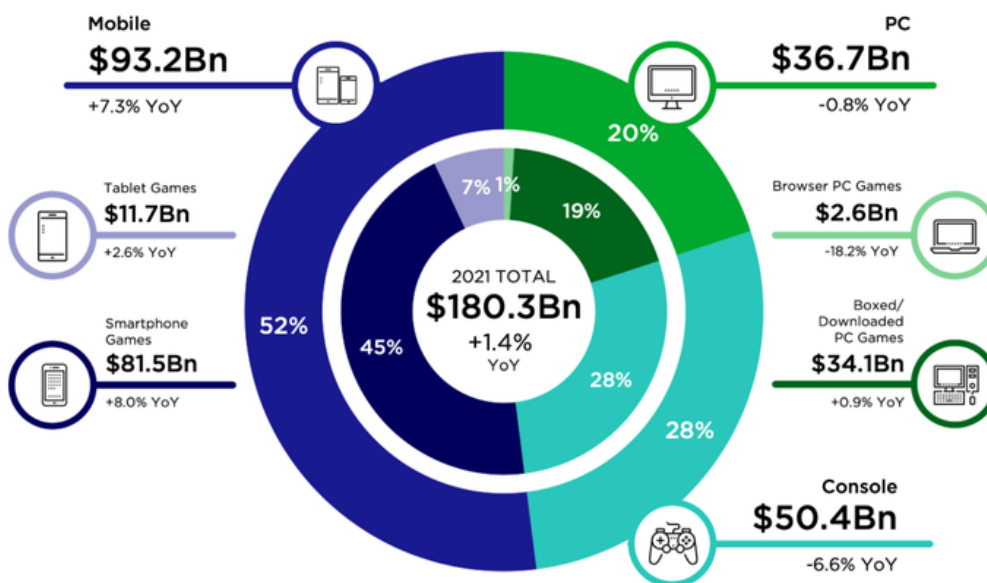
MARKET OVERVIEW

In 2021, the gaming industry generated \$180.3 billion in revenue. By 2027, analysts predict the industry will generate more than \$339.95 billion in revenue, registering a CAGR of 8.94% over 2022-2027.



2021 Global Games Market

Per Device & Segment With Year-on-Year Growth Rates



\$93.2Bn

Mobile game revenues in 2021 will account for 52% of the global market

Source: ©Newzoo | Global Games Market Report | January 2022
newzoo.com/globalgamesreport

Our revenues encompass consumer spending on games: physical and digital full-game copies, in-game spending, and subscription services like Xbox Game Pass. Mobile revenues exclude advertising. Our estimates exclude taxes, secondhand trade or secondary markets, advertising revenues earned in and around games, console and peripheral hardware, B2B services, and the online gambling and betting industry.

MARKET OVERVIEW

MOBATECH's aim is to provide gaming organizations with the best tools to connect tournaments to a large community of gamers and followers, in the safest and most effective way, completely compliance with regulations.

WHAT IS OBA?

OBA is a Token that we built on the principle of being a center of MOBATECH. The ecosystem of MOBATECH in the future development will revolve around OBA.

MOBATECH is committed to the UN Global Compact corporate responsibility initiative and its principles in the areas of human rights, labor, the environment, and anti-corruption.

WHAT IS OBA?

Besides, OBA is also built and developed by our MOBATECH using the most advanced technologies. In the near future OBA will make important contributions in the game industry, which is considered a big piece of cake in the eyes of investors famous in the world.



With the great idea and potential of the project, we wish to share and be accompanied by all investors, who will own shares of the company through a special ICO program open to everyone around the world.

OBA information

Token Name	MOBATECH
Token Symbol	OBA
Total Supply	81,000,000
Algorithm	BEP-20
Initial Price	\$0.8



Built on Binance Smart Chain's BEP-20 algorithm, along with our technological innovations, contribute to a superior OBA that stands out from other Tokens on the market.

ICO PROGRAM

MONTH	WEEK	AMOUNT OF TOKEN	PRICE
1	1	1,000,000	\$0.08
	2	1,000,000	\$0.09
	3	1,000,000	\$0.10
	4	1,000,000	\$0.11
2	5	1,500,000	\$0.12
	6	1,500,000	\$0.13
	7	1,500,000	\$0.14
	8	1,500,000	\$0.15
3	9	2,000,000	\$0.16
	10	2,000,000	\$0.17
	11	2,000,000	\$0.18
	12	2,000,000	\$0.19

ICO PROGRAM

And so on until the end of week 72.

The end of the ICO program is also the time when the project enters the business stage. The huge revenue and profit of the project will push the OBA token value and share value, many times higher than the price of the ICO program.

Since each OBA token is reciprocated by 01 share, when the company earns profit, each token will also share the dividend at the end of the year.



TECHNOLOGY

OBA's protocol consists of a set of smart contracts whose purpose is to manage the \$OBA and the auction mechanism on the marketplace. More in detail, the OBA's protocol uses the BEP-20. BEP-20 is a token standard on Binance Smart Chain that extends ERC-20, the most common Ethereum token standard.



TECHNOLOGY

BEP-20 was conceived as a technical specification for Binance Smart Chain, with the goal of providing a flexible format for developers to launch a range of different tokens

All smart contracts are built using Solidity and deployed on the Ethereum main Network.



Our Strengths

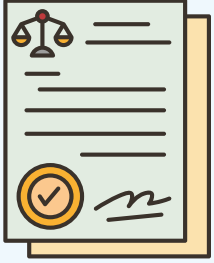
OBA is based on the Distributed Cloud technology and has all the necessary resources to create the proper platform. We are planning to adopt a few technological distinctions of the Grid system – integrating an additional validation system (it is already being prepared and soon we will present a unique system of undetermined computation verification). There are no similar projects developed and copying it will be very difficult for competitors.



Allocation

ICO Program	60.25%
Marketing and Community Development	7.10%
Dev Team	12.65%
Ecosystem Application	12.00%
Partners and Venture Capitals	8.00%

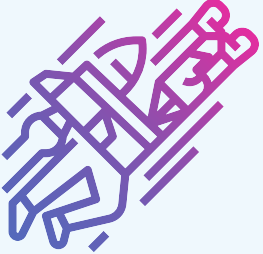
WHY CHOOSE US



A clear and transparent legal system



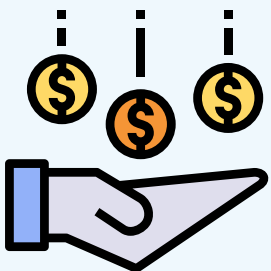
Smart plans and strategies in the future



OBA's potential to become a high value token



Great community development policies



Potential to receive dividends in the near future

ROADMAP

