

# WHITEPAPER

WWW.KICKSPORTSMANAGER.COM

### **Summary**

**KICK (Kick Sports Manager)** is a new Ethereum Smart-Contracts governed ecosystem that applies Blockchain technologies to the enormous Sports industry, giving greater access to global investment in Sports, lowering barriers to entry.

This will be a platform, where you can be a virtual agent. We will use a REAL-TIME api for the Market Value of everyplayer, buying virtual percentages based on the values of the market.

The platform then will have the typical exchange of the coin (with BTC and ETH pairs), and specific player investments, where the user can choose where to allocate **KICK** funds, and earn of the profit of the player, based on market value.

This paper explains the principles of the **KICK** ecosystem, our execution plan and the economic arguments for the economic value of a **KICK** Token.

#### **Executive**

KICK Founders have invested €150.000 in the company, have a strong successful execution track-record and reputation, have founded and exited high profile online startups over the last 11 years and have held executive positions at several international companys based in Portugal.

In June 2018, a full fledged site will be launched leveraging the Crowdfunding formula, where any user will be able to invest with **KICK** Tokens, gaining profit awarded by a smart contract.





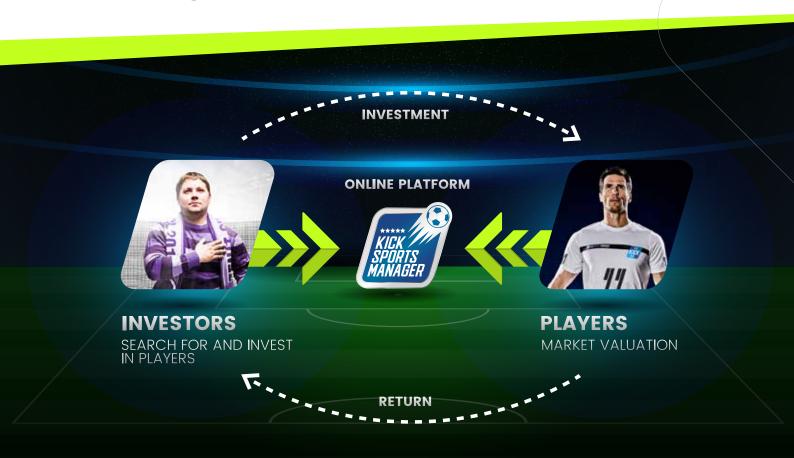
#### **Platform**

We are combining two of the most recent disruptions in the online world: Sports and Blockchain technology. As a result, we are inventing a whole new way to invest.

We will offer anyone from any part of the world to invest in Professional Players using cryptocurrency (transformed into **KICK** Tokens), generating profits based on market value.

**KICK** will offer simple and transparent market investments that remove the uncertainties usually faced by small investors and enabling virtually anybody to be a agent based in the investment portfolio that delivers predictable and consistent returns.

## **Strategy**





#### Revenues

#### **Kick Sports Manager Marketplace**

The player market is huge but few people have the opportunity to work directly with it, Kick Sports Manager provides KICK users with a software built for our platform, that will have the market value of your favourite player and will let you invest in it. If the market value rises, so does your tokens. To facilitate your investment we have the data of the player, age, club, height, market value, nationality, etc.

#### **Player Agent**

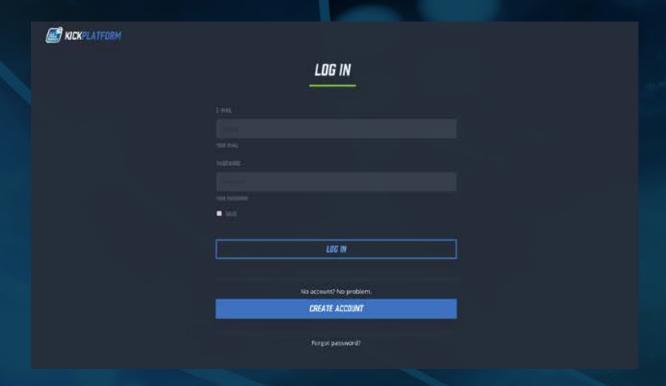
KICK users have the opportunity to acquire a percentage of a player's pass, national or international, and thus follow the same player's career. If it is sold to any club, the profit from that transfer will be distributed in % by the holders of the tokens relating to that player.

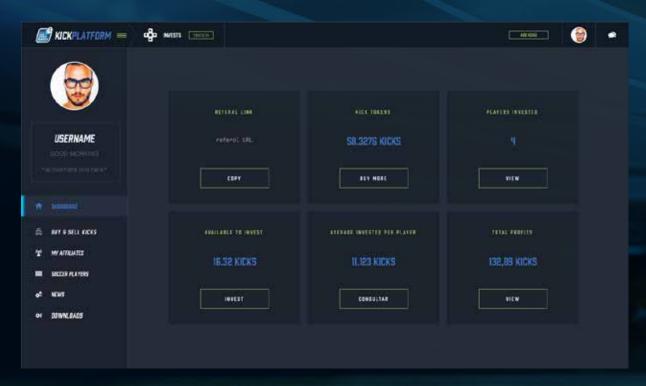
We have great sports agents working with us and we will always look for players with great potential of growth.

### **Token Appreciation**

The crypto market is very volatile but in constant growth, the global sports world has millions of fans who want to give something more for their favorite club or player, this will surely make the KICK token become a fundamental means for this - which in turn will cause the token to value.

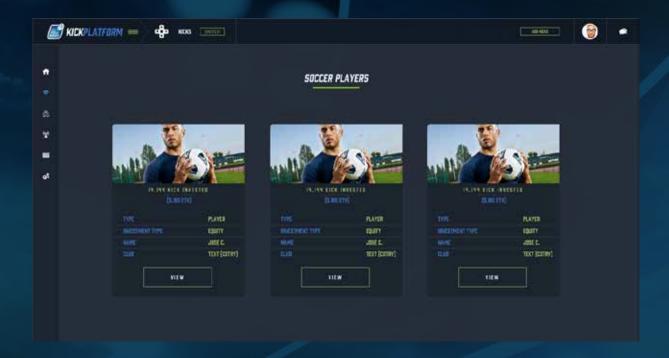






• We will partner with several international sports agency and known agents, to be offered opportunities from their proprietary deal flow and have a management contract with them in the economic rights we purchase.





- The users will be able to invest their tokens into different sports players worldwide.
- A Real-Time simple web interface will allow the user to track his balance and investments.





### Marketplace fee

There are a variety of fee structures in Crowdfunding deals, which range from annual fees as well as partial participation in upside returns and participation in profits on exit.

We believe the most transparent and interest-aligned formula is a profit share fee, so our interests are aligned which incentivizes us to make the best returns for our users.

**KICK** will earn a 10% commission fee on all income or value appreciation profits from investments made through the platform.

For example, if a player investment generates 100 KICK in profits, **KICK** platform will keep 10 KICK and pay 90 KICK to the investor.

## **Key ideas**

- The development of a diversified portfolio of top quality professional players which create high value for both income and capital gains.
- The identification of lucrative investment opportunities in the sports market to generate higher returns.
- · An investment analysis aimed at generating higher value through focusing on quality assets in prime soccer clubs with the potential to generate steady and sustainable cash flows.
- · We have already identified the Portuguese & Spanish and Brazillian soccer market to provide considerably greater investment opportunities in terms of the risk/return ratio than many other countries.

However, **KICKS** future plans include expansion into the North Amèrican and Asian markets.



## **Marketing strategy**

It all starts with the question "what is the point of Kick Sports Manager?" our answer is simple:

Improving one of the biggest industries in the world, which has grown to become a multi-billion dollar industry. We want to create a digital currency which will unify all sectors of the sports industry making financial transactions safe, less costly and seamless, with the bonus of breaking the barriers to invest in sports.

The blockchain technology is the exact revolution it needed to rid itself of all remaining attachments to bureaucracy and discrimination. We have located all the separate problems and found a solution for them.

## "SPORTS SELLS"

The market opportunity lies in the fact that this industry is huge with millions of participants, and it has proven to bring in large and competitive revenues in many countries around the world.

This industry will not stop simply because sports sells. Sports transcends ethnicity, social status and gender.

Over the next two years, Kick Sports Manager will aim to recruit a number of these businesses, both big and small. Even a small percentage will constitute hundreds of online businesses offering Kick Token as a payment solution and creating a large circulation which will give the token value.



## Referall program

The **KICKS** referral program will be based on a simple customized link that everyone whoregisters to KICK Token will receive in their personal account.

This link can be shared on most forms of social media or other websites to invite new people to register for **KICK** Token.

For every referral who buys the Token a bonus will be offered to the link owner.

The bonus will consist of an addition of tokens to the owner's account which amount to 10% of the invested tokens his & her referrals buy.

## **Airdrop**

During quarter 3 of 2018 we will launch an airdrop. The airdrop will offer additional tokens to everyone who has kept their tokens stored in a wallet.

The airdrop will depend on how many tokens will be spent on the referral program during pre-ITS and ITS. If a larger than expected amount of tokens remains, we could potentially launch a second airdrop.





## Kick payment page

**KICK** Token will offer a completely integrated payment system in the framework of any adult website payment options. Merchants will be able to integrate their business with KICK TOKEN customizable payment page in an easy and user friendly interface which will eliminate any complications of working with cryptocurrencies.

The page will be supported by all browsers and responsive to be viewed on smartphones, tablets and any other devices.

The page will be easy to integrate into existing payment pages and merchants will receive technical help from the KICK Token team if necessary. Merchants and consumers will go through the payment process in the same manner as they would through any conventional online payment method making the process seamless and easy for payers and payees.





# **Technologies**

### **Blockchain**

Blockchain is a type of distributed ledger or decentralized database that keeps records of digital transactions. Rather than having a central administrator like a traditional database, (think banks, governments & accountants), a distributed ledger has a network of replicated databases synchronized via the internet and visible to anyone within the network.

Blockchain networks can be private with restricted membership similar to an intranet, or public, like the Internet, accessible to any person in the world. When a digital transaction is carried out, it is grouped together in a cryptographically protected block with other transactions that have occurred in the last period and sent out to the entire network.

Miners (members in the network with high levels of computing power) then compete to validate the transactions by solving complex coded problems. The first miner to solve the problems and validate the block receives a reward

The validated block of transactions is then timestamped and added to a chain in a linear, chronological order. New blocks of validated transactions are linked to older blocks, making a chain of blocks that show every transaction made in the history of that blockchain.

The entire chain is continually updated so that every ledger in the network is the same, giving each member the ability to prove who owns what at any given time.



## KICK payment page

Ethereum is an open blockchain that works as a decentralized computer. It allows the execution of smart contracts.

Smart contracts help you exchange money, property, shares, or anything of value in a transparent, conflict-free way while avoiding the services of a middleman. The best way to describe smart contracts is to compare the technology to a vending machine.

Ordinarily, you would go to a lawyer or a notary, pay them, and wait while you get the document. With smart contracts, you simply drop an ether into the vending machine (i.e. ledger), and your escrow, driver's license, or whatever drops into your account. More so, smart contracts not only define the rules and penalties around an agreement in the same way that a traditional contract does, but also automatically enforce those obligations.

## KICK sports manager tokens <kick>

Token Name: Kick Sports Manager

Token Symbol: KICK

Token Supply: 133.442.442

Decimals: 18

**KICK** Tokens will be tradable outside the KICK platform, as they are an ERC20 Token so they will have an inherent value in the exchanges. Users will also be able to use KICK Tokens for acquirin economic participations at our crowdfunding platform.

ERC20 is a standard interface that guarantees the interoperability between tokens. ERC20 tokens are a subgroup of Ethereum tokens that comply with specific parameters. To comply completely with ERC20 standards the developer has to incorporate a specific number of functions in his smart contract that will allow to execute the following actions:

- 1. Total token supply
- 2. Account balance
- 3. Transfer token
- 4. Approve spending token



#### **Platform**

We are creating a robust Dapp on web, desktop and mobile that will allow the users to check their investments anytime anywhere. This software is being created with mobile first approach and a strong foundation in UX (User eXperience) so it can be used by anyone.

#### The web application has the following technologies:

- Python
- Angular 4





#### Mobile apps are native:

- Swift 4 for iOS
- Java for Android
- Both apps use Realm as local database, that is the fastest and more reliable mobile database.







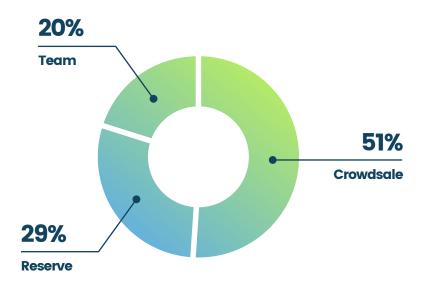
#### Desktop app

• Electron, so will be multi platform (Windows, Linux and MacOS)





## **Token sale**



**80% of all tokens** will be distributed to the public in the medium-long term. This will ensure long term growth of the KICK technology and Tokens.

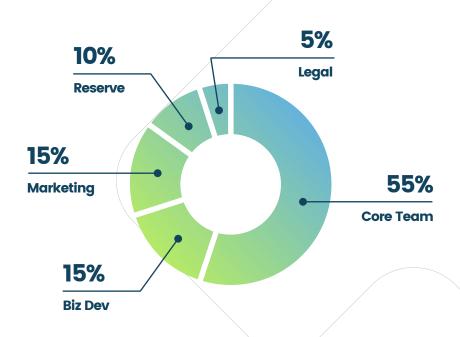
- a) 51% of all tokens will be distributed during the KICK ICO.
- b) 29% of all tokens will be retained for future reserve: They will be held in a multisig and are intended to be slowly distributed to contributors in the network periodically at a later date to foster growth. The Reserve will not be accessed for a minimum of 4 quarters (12 months), and will be re-locked or burned if deemed unnecessary for the growth of the network.
- c) 20% of KICK Tokens created during the Contribution Period will be allocated to KICK Founders, Team, Advisors and Strategic partners over a 24 month vesting period, with a 4 month cliff. This means these tokens will not be immediately tradable, further aligning the Founders interests with executing upon the long term goals for the project.



#### Planned token sale funds distribution:

#### **Defined Core Operating Budget:**

We have established a fixed budget for our next 5 years of operations. We believe this provides more transparency and avoids inflated teams and/or excessive development costs.



- 1. 55% Core Dev: Expansion of the KICK development team who will implement our proprietary functionalities. Additional industry specialists will be hired.
- 2. 15% Business Development: Generate new revenue sources, clients and partnerships.
- 3. 15% Marketing: Online marketing in order to generate awareness in the Soccer Economic Rights sector and acquiring cryptocurrency holders.
- 4. 10% Reserve: For future unforeseen costs.
- **5. 5% Legal & Compliance:** Most of which will be allocated for developing a solid legal framework for **KICK** offerings; a minor part of that will go to administration/accounting.



#### Price of token

To jumpstart the value of the token, during the pre-ITS and ITS phase we will increase the value of the currency by 1% per day. This guarantees a noticeable increase for initial buyers. The price will start at 0.000400 ETH and increase by 1% per day.

Minimum payments to purchase a **KICK** token will be 0.1 ETH or 0.009 BTC. Withdrawals will require a minimum of 1000 **KICK**.

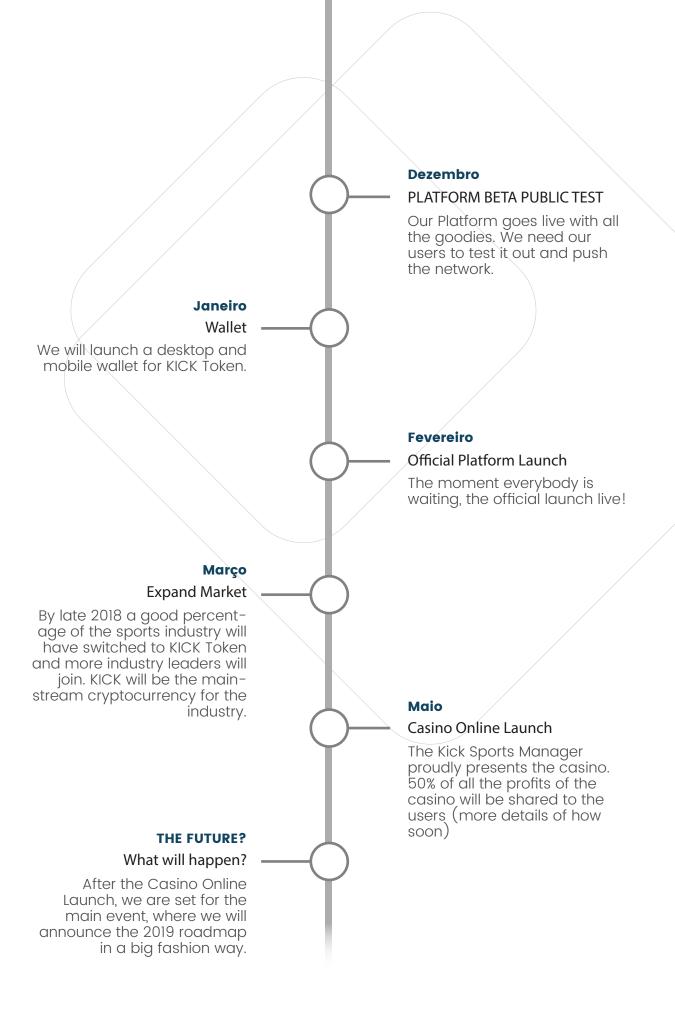
**KICK** Token will be listed on crypto exchanges after the ITS and it will become available to the public for exchange and trading.





#### Roadmap 2018 May Private Presale The private presale was completed and sold out to private investors. 13July - 24 August Pre Initial Token Sale The pre-ITS will open up to new investors. The price will increase by 1% on a daily basis. 24August - 12 October Initial Token Sale Starts The official ITS begins. The price will once again increase by 1% on a daily basis. **Setembro Expand** Our aim is to have recruited a minimum of 200 collaborators. **Novembro** Airdrop Anyone who has stored KICK tokens in a wallet up until then will receive extra tokens. This will happen if the referral program does not consume all 3% of tokens allocated for the **Novembro** bounty. Exchange Lisitng We are already in contact with leading crypto exchanges to get KICK Token listed.

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#### The Future?

## **Platform Expansion**

Our platform is already being designed with new products in mind, here is a glimpse:



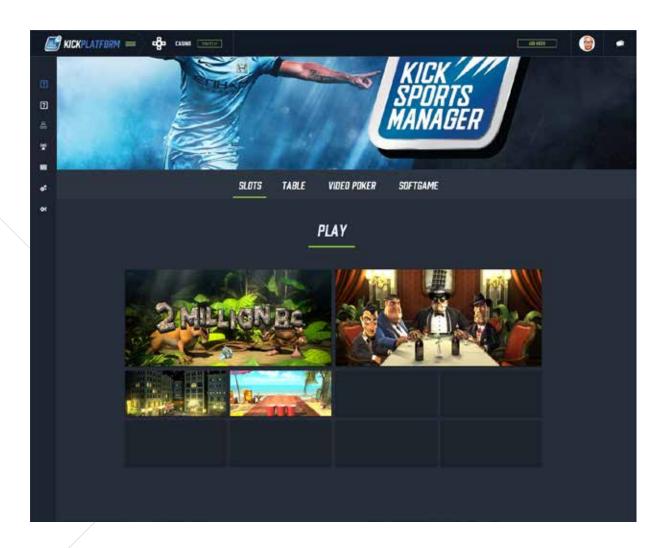
Our first launch will be the casino, where the profits of the casino will be distributed for the users who invested (more specifications soon).



#### The Future?

## **Sports Casino Demo**

Here is our planned simple layout page to spend **KICK** tokens on sports casino games.



## **Final Thoughts**

Our **KICK** token needs to be usable on a diverse eco system, to create a necessity and purpose for it. That is what is in our teams minds, and that is why we think beyond the management space, and reach the entertainment business aswell.





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