



INFRASTRUCTURE PLATFORM FOR GAMING AND ESPORTS

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Abstract

Presently, gaming is one of the largest entertainment markets on the planet. It's a \$150Bn industry, covering $\frac{1}{3}$ of the world's population, i.e., 2.3Bn people as of 2017. Competitive gaming, a thin line between gaming and sports, has emerged in which players pit their skills against one another online. It already has over 1.4 Bn users concentrated around the top-10 most competitive titles like Counter-Strike, League of Legends, Dota 2 and Overwatch, etc. Esports, as it is today, has emerged from competitive gaming — that is, when players compete against each other in computer games professionally.

Esports is one of the fastest-growing digital markets with a 33% annual growth rate. Its opportunities are endless: esports will have over 1Bn enthusiasts and viewers by 2023, which is $\frac{1}{3}$ of all gamers, and will become the #1 sport of the future. The market has produced spectacular infrastructure around the professional and semi-professional ecosystem, specifically for tournaments and spectating.

This is where DreamTeam comes into play as the first professional network for gamers and esports enthusiasts, literally, a **LinkedIn for gamers**. We are the platform for hundreds of millions of gamers who want to find friends, improve skills, manage clans, and earn money.

Market Overview

Gaming market

Just some 20 years ago, the gaming industry was taking its first steps as a developing market with yearly revenue of under \$200M. Back in the '90s, 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.

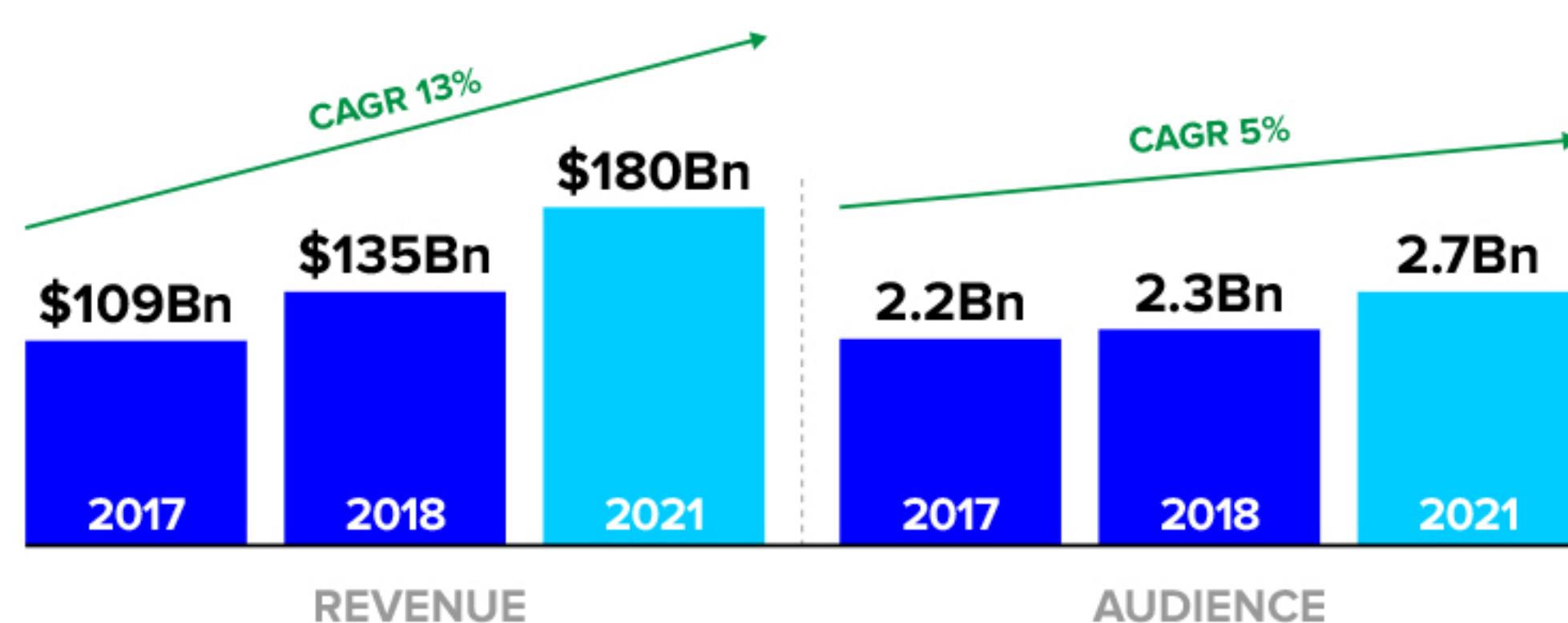


But playing against your computer could never compare to the level of engagement and challenges when faced by real opponents. So as the evolution of the internet and technology progressed, the era of multiplayer gaming began, and the gaming market rapidly expanded.

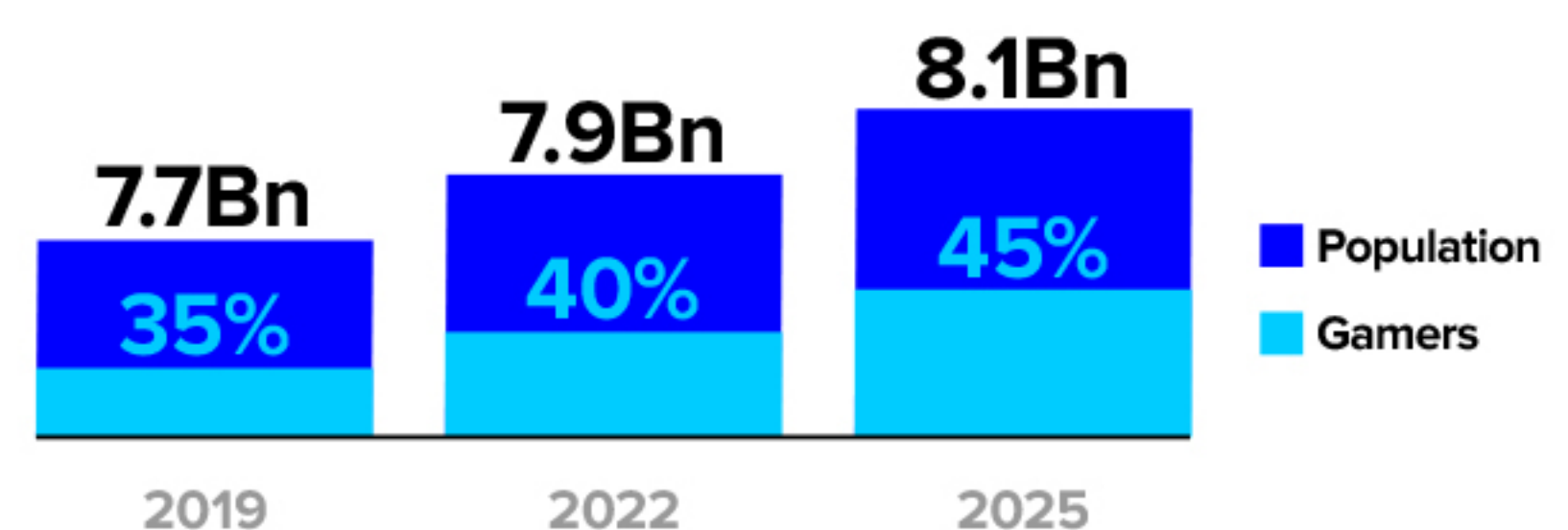
Today it already encompasses 2.3 Bn people and continues to grow. Each year it will continue growing, covering more and more of the yet claimed audiences.

In perspective, the gaming market revenue was \$109Bn in 2017, \$135Bn in 2018, and is projected to slowly grow year-over-year and reach \$180Bn in 2021 with a CAGR of 13%. The gaming audience growth is showing similar signs of steady but slow growth with a CAGR of 5% and 2.2Bn viewers in 2017, 2.3Bn in 2018, and a projected 2.7Bn in 2021 if the growth rates remain the same.

GAMING MARKET 2018-2021



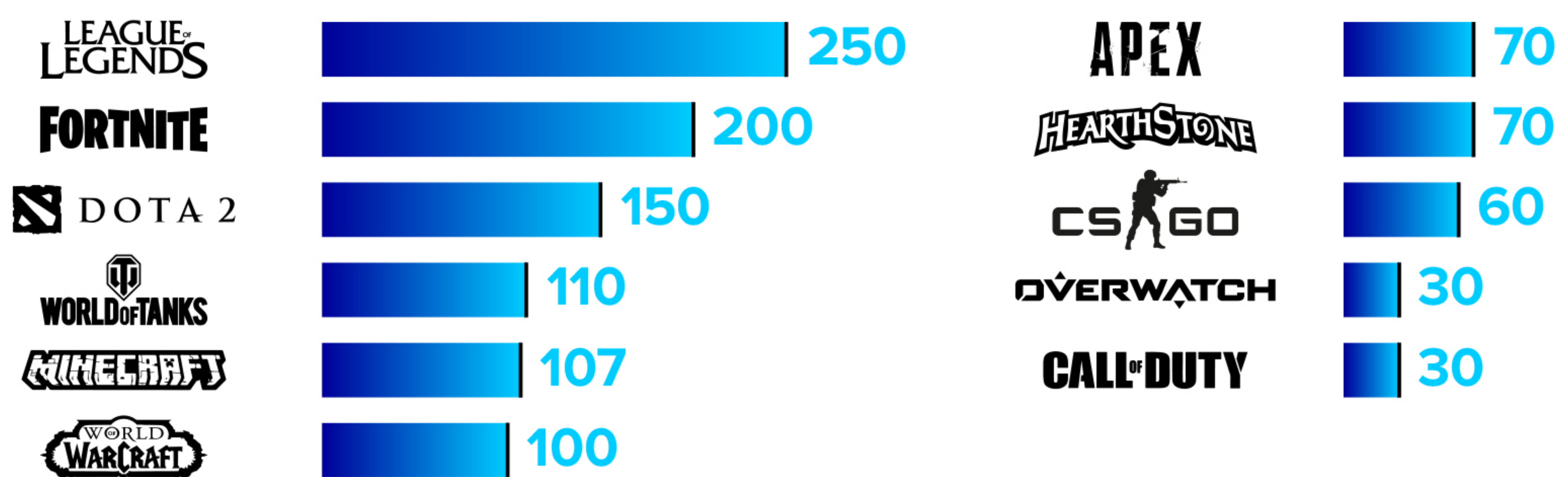
GAMERS WORLDWIDE



Competitive gaming as a major part of the gaming industry

The core of competitive gaming and a large part of the gaming market is in competition between players or teams in online multiplayer games. Remember that 1.1 Bn users are registered in the top-10 competitive titles on PC alone. Eight out of ten titles are team-based games like Counter-Strike, League of Legends, DotA 2, World of Tanks, and Overwatch; all played 5-on-5 or 6-on-6.

TOP 10 ESPORTS & COMPETITIVE TITLES, REGISTERED USERS, M



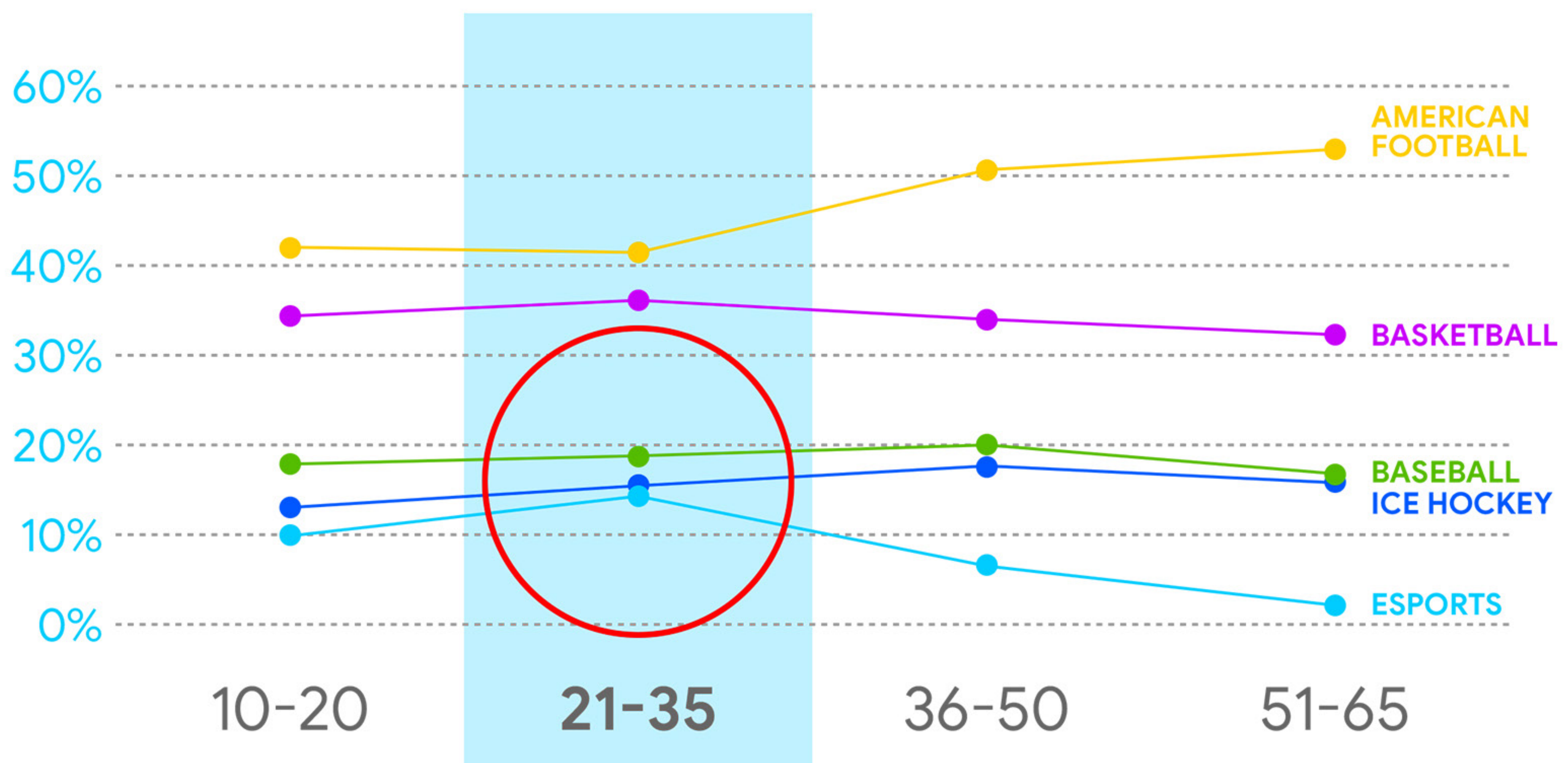
As in traditional sports, team-based games are by far the most popular for their intense visuals and interest for the viewers. And with its growing popularity, esports is spanning not only across the PC market but on consoles and mobile markets as well. Indeed, consoles have a variety of competitive titles such as Call of Duty, Star Wars Battlefront II, and Battlefield that have a considerable fan base. For example, Call of Duty sold over 250M game copies, which equates to roughly \$15Bn.

Mobile gaming has gone from the smallest segment in 2012 to the largest gaming market in the world. Clash of Clans has over 100M daily active users who enjoy playing on the go. Vainglory is one more competitive mobile video game that left its Beta in 2015 with over 1.5M active users. And the majority of players in both games are teens and young adults. The company behind Clash of Clans, Supercell, generated \$2.3 billion in revenue and profited \$964 million last year. Just think about it, the \$5.5 billion-dollar gaming company is worth more than LinkedIn, AirBnB, and

Twitter combined. This market has an enormous casual base to date has mainly been underserved from a community perspective.

We should also consider the potential of the VR & AR gaming market, which is rapidly developing and is expected to reach its full potential in 4-5 years. In 2014, The VR/AR market was only worth \$100M, and in 2017 it had already surpassed \$1Bn. That's a ten-fold growth in just three years with the potential to hit \$20Bn revenue in 2020, provided that a few "killer apps" are created. Esports fans are a significant buying force of VR/AR hardware and games. Actually, according to Newzoo research, 52% of esports enthusiasts are planning to buy something connected to VR in the next six months. And 63% of all VR buyers are, at least, casual esports viewers. The number of people aged 16-35 who play esports is pretty much equal to those who play traditional sports like ice hockey and baseball.

POPULARITY OF (E)SPORTS BY AGES IN US



The younger population is keen to embrace the digital age, and VR/AR technological advances only support the growing trend. It may soon be like in the movie Tron: Legacy, where the full physical and intellectual capacities become combined and lead to a new world with virtual stadiums and augmented reality for viewers.

The dedication and number of fans striving to become amateur or pro players are outstanding indeed. Nearly half of the 300M core players are engaged in competitive activities such as ranked matches (matches with a unique ranking system) or some mini/amateur tournaments. They want to know more about the reality of professional gaming - players, teams, and tournaments.

In the top competitive titles, the numbers are even higher: according to the open-source stats site Steamspy.com, there are 100+M registered users in DOTA2 with

~13M unique active monthly players with over 40% of them playing 40+ hours a month. The same with Counter-Strike: Global Offensive – 35% of its ~9M unique monthly players, play 40+ hours a month. This is a pressing issue for amateur players that has yet to be resolved, as 4 out of 5 League of Legends players, for example, want to compete professionally, yet have no clear way of doing so.

Esports market revenue and audience

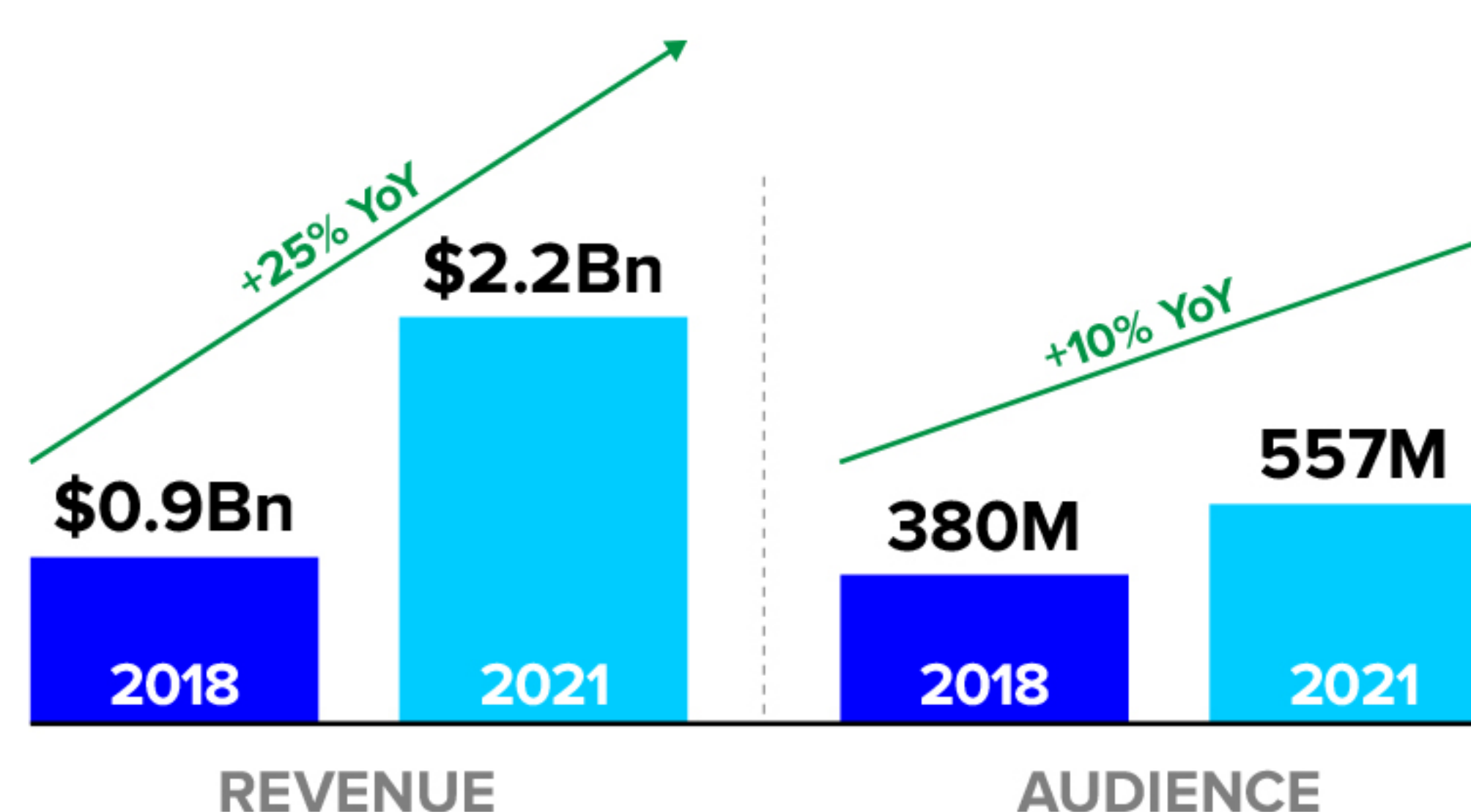
Esports is the realm of competitive gaming, meaning that people are making a living competing in video games. It is one of the highest potential markets on the planet within the hardest to reach the audience aged 16-36.

The current esports market has a revenue of \$1Bn with an active audience of nearly 440M, making it an average revenue of \$2.3 per user, who are willing not only to watch but to actively participate and make a living with esports. Furthermore, the compound annual growth rate is a staggering 26,7%. At the same time, this market is limited to the top 1000 players and about 100 teams, who together hold the biggest share of money in esports, namely, the \$708M sponsorships and media rights sales pie, \$189M in advertising revenue, \$103M in merchandise and tickets and \$95M in-game publishers fees.

These figures, as well as the rise in celebrity esports personalities, have driven the casual spectator market into millions of streams per event. The League of Legend finals regularly attracts a more massive viewership than the Super Bowl. Like any traditional sport, this growing audience wants to participate as well as watch.

The esports market revenue was \$0.7Bn in 2017, \$900M in 2018, and is projected to grow to \$2.2Bn in 2021 with an 11% CAGR. The esports audience is also growing fast with a 324M audience in 2016, 380M in 2018, and could reach 557M in 2021 with a 33% CAGR.

ESPORTS MARKET 2018-2021



From the historical perspective, modern esports first emerged in 1997 and remained in the so-called “Dark Ages” up until 2003. At that time, it was an underground movement with prize pools usually amounting to a case of beer. The total revenue of esports at that time was just around \$5M.

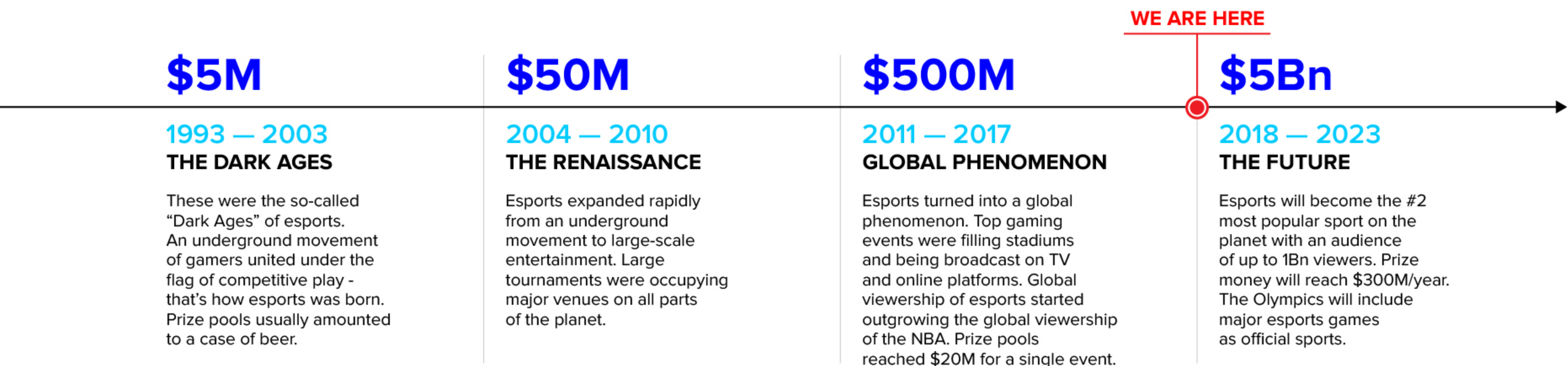
In the years 2004-2010, what one might call the “Renaissance” of esports happened. That’s when esports became a widespread movement, alas an unstructured one, with the entire market worth around \$50M.

In 2011-2016 esports rose to fame and became a Global Phenomenon with \$500M in revenue. At that time, esports began to seriously challenge and, at times, even exceed traditional sports in terms of popularity. Prize pools were reaching \$20M in some instances.

We are now on the verge of a breakthrough as traditional sports have reached their peak all the while more and more young adults and teens are actively pursuing competitive gaming as their key pastime. Many believe that esports titles will soon be officially included as part of the Olympics, with their overall revenue exceeding \$5Bn.

And the esports Olympic dream is growing ever closer. In February 2018, Intel brought amazing gaming experiences to PyeongChang ahead of the Olympic Winter Games 2018 - the Intel Extreme Masters (IEM) Season XII. The event hosted the esports tournament in “StarCraft® II,” which was open to any player, at any level via global online qualifiers. It is noteworthy that the event was held with the support of the International Olympic Committee (IOC).

The future looks positive as the Olympic Channel has started engaging with the young audience through esports. With a budget of \$450 million, it was created by the International Olympic Committee to ensure the year-round interest in the Olympic movement and attract younger viewership. According to the channel’s Executive Director, Yiannis Exarchos, the rise in popularity of competitive gaming cannot be ignored. And talks about allowing esports to be a part of the Olympics are ensuing.





Comparison of esports market with sports market

In terms of the players, teams, tournaments, and gaming structures, esports is very similar to traditional sports.

But why invest in esports over the traditional sports market?



Current landscape

| | Revenue in 2017 | Audience | ARPU | CAGR Revenue | CAGR Audience |
|--|--------------------|----------|---------|-----------------|------------------|
|  Sports | \$150Bn | 2.8Bn | ~ \$54 | 5.7% | 6.3% |
|  Esports | \$0.7Bn | 0.2Bn | ~ \$3.5 | 33% | 17% |

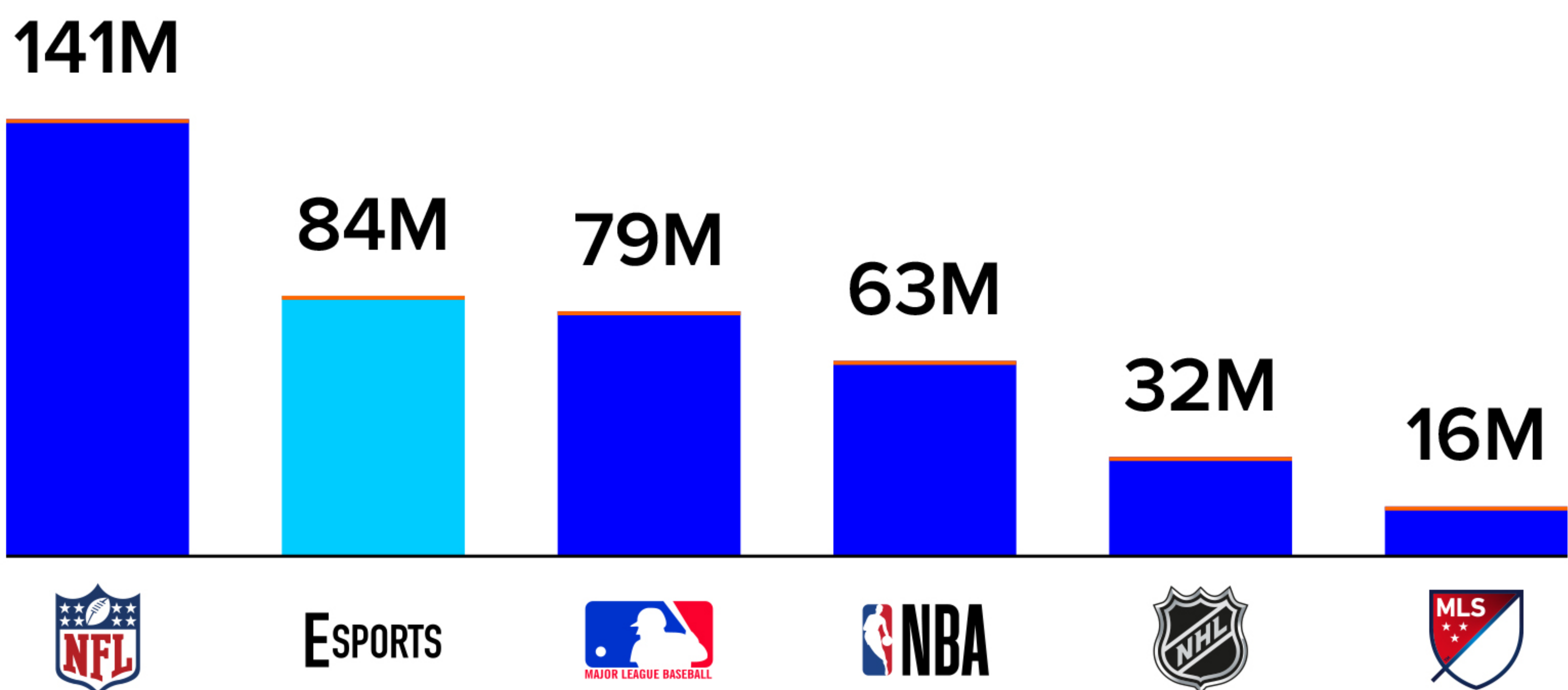
While the traditional sports market is by far one of the largest markets with a 2.8Bn audience and \$150Bn in revenue, it's very slow growth seems to have hit a ceiling. The sports market is highly regulated, and its growth rate is not like it used to be 10-20 years ago, as we are immersing further and further into the virtual gaming world. And esports has all the prerequisites to become the biggest sport on the planet.

Esports is the #1 sport of the future?

The pressing question is, how many youngsters actually play traditional sports such as football, tennis, or hockey on a regular basis? Some of them probably do. If you ask around, you will be amazed by the fact that 8 out of 10 youngsters actively play video games. Of those, 7 out of 8 are playing competitive titles, creating a massive audience

eager to find a way to begin the road to professional esports glory and monetize their play.

This growing trend is going to turn esports into the most popular sport on our planet. We already have over 1,7Bn people that play online competitive video games on PC, Mobile, VR, and Consoles. And being successful in competitive gaming is all the rage: getting a seat as a team at a large stadium and winning a tournament is what players long for most. Indeed, esports is so popular that in the years 2018-2019, a total of 84M people watched esports tournaments. In comparison, the 2019 NBA Finals only had a viewership of around 63M.



On top of that, esports has several unique opportunities that everyone is trying to exploit, like creating a brand new league, which is virtually impossible to do these days in the highly regulated traditional sports industry. Developers, for instance, are rushing to create closed championships and leagues, like the NHL & NBA. Riot Games, the owner of League of Legends, has created a closed ecosystem that mimics such traditional sports leagues: there are six regional leagues (Korea, China, EU, NA, Taiwan/Hong Kong/Macao, SEA), and the top-2 placing teams in each region get a spot in the World Championship, which is very similar to the Championship League in football. Esports events in 2019 awarded over \$211 million in prize pool money, according to Esports Earnings. This is a big jump from last year, where esports teams and players earned a total of \$162.7 million

The buy-in price to join the League of Legends league in North America is \$10-13 million per team, depending on the team's track record. And the process is highly selective: from around 100 applications willing to shell out millions. The league owner - Riot Games, created a very narrowed down shortlist. For example, in 2017, they decided that the league would not expand and instead remain at just ten teams.

VALVE, owner of CS:GO and Dota 2, in turn, chose to create an open ecosystem, where any team can take part in open tournaments with the top teams progressing to the closed regional qualifiers. In Dota 2, for example, winners of those qualifiers



can partake in over 10 Minors with a \$300K prize pool and later in 10 Majors with a \$1M prize pool in each tournament. Based on the results of each tournament, teams get qualification points, and a shortlist is created for the main event with as much as \$24M in prizes up for grabs. As for CS:GO, there are 8 Minors and 2 Majors, as well as over 20 smaller tournaments worldwide. Apart from the official VALVE sponsored tournaments, esports players, can partake in thousands of tournaments that do not offer qualification points or serious prize money.

As the CS:GO tournaments are becoming more popular, ELEAGUE was created and officially launched in 2016, which is now the premium esports tournament and content brand formed in partnership between Turner and IMG. A leader in the delivery of live event experiences, ELEAGUE content, is regularly showcased on TBS and widely distributed across digital platforms, including Twitch, YouTube, and ELEAGUE.com. Over its first two years, ELEAGUE has produced and staged three season-long competitions featuring Counter-Strike: Global Offensive, along with the first-ever Overwatch® Open.

Another notable mention goes to the Overwatch League, created by Blizzard. It is divided into two regions: Pacific and Atlantic. In each region, there are six participating teams that represent cities: Seoul, London, Shanghai, etc. The league is franchised, and the price for a spot varies from 5 to 20 million US dollars. In 2017, within the framework of the Overwatch League, a prize fund of \$3.5M will be drawn, and the season will be divided into several stages. Subsequently, all teams of the Overwatch League will acquire their own arenas in their hometowns, where they will conduct “home” matches. Contrary to the above-mentioned video games, Blizzard created the Overwatch Open League - an open division, in which players with a high player rating can participate.

It’s also worth noting that the Olympic Council of Asia will be adding esports events

to the 2018 and 2022 Asian Games in Jakarta, Indonesia, and Hangzhou, China. No wonder that substantial investments are pouring into esports. For example, Tencent, the world's largest game developer and the owner of Riot Games and SuperCell, has revealed its five-year investment plan into esports - \$14.6Bn to create and complete within new leagues, tournaments, and associations. Additional financing for esports of nearly \$1Bn came from the hands of Amazon, which acquired Twitch, a live video game streaming site. Twitch is a significant force on the web as it accounts for nearly 2% of all traffic in the U.S. with over 15 billion minutes of content, with users spending on average an unparalleled 100 minutes a day on the site. In turn, ESPN, which had previously covered esports via live streaming, television, and print coverage, launched a new online resource with in-depth news and research dedicated to the world of competitive gaming. Such games as League of Legends, Dota 2, and Counter-Strike: Global Offensive will be covered on par with traditional sports mastodons like the NFL, NBA, and MLB. And that's yet another step towards the mainstream acceptance of professional video gaming.

Clubs like Paris Saint-Germain, Philadelphia 76ers, Miami Heat, Schalke 04, Spartak, Roma, Valencia, and Manchester City have already joined esports. One of the most prominent esports deals by a traditional sports team is the Dallas Cowboys acquisition of Complexity Gaming. The Dallas Cowboys are worth \$4.2 billion, which makes them the world's most valuable sports franchise. The purchase of Complexity that fields teams in 26 different competitive esports and have won 130 titles since its founding in 2003 is another step to create a universal competitive brand spanning across industries. Another team is the New York Yankees, the second-highest valued sports franchise in the world and not too far behind with an investment in Vision Esports.

The opportunities are endless: esports will have over 1Bn enthusiasts and viewers by 2023, which is nearly $\frac{1}{3}$ of all gamers. But even now, esports enthusiasts constitute a significant gaming force with above-average household incomes. And yet, despite all of these facts, its market pool is still extremely low - esports ARPU is just \$3.5 compared to \$54 ARPU of traditional sports. We believe largely due to the lack of infrastructure for the casual esports audience. Many other issues need to be addressed in the esports industry to make it truly competitive with traditional sports. So let's have a look at the key esports problems and the solutions DreamTeam offers to overcome them and make esports a globally attractive venture with limitless monetization options.

Problem & Solution

The esports industry is constantly growing but has a low ARPU, especially compared to traditional sports. It has huge potential for monetization that is presently hampered by three key problems that are discussed below:

1. Insecurity and fraud

Problem

Not receiving compensation for your success isn't fair by any standard. But that's exactly what's happening in esports, where teams, tournaments, and sponsors are guilty of multiple accounts of non-payments and fraud. When players risk their hard work for nothing in return, esports as a business suffers. Sponsors are also facing the same issues as they lose money when a team does not deliver. Even a signed contract does not guarantee that a team won't collapse, drop its best players and squander media coverage. This has so far amounted to millions of dollars in losses to sponsors and advertisers. And this is happening all over Europe, Asia, and the US.

Solution

DreamTeam addresses this problem by providing a fast and secure payment system, just like PayPal. And with the esports industry being digital, it is a perfect place to apply the blockchain and smart contracts technology. This way we can ensure the payout of all prize-money, players' salaries and transfers, sponsorship and advertising deals. For example, a sponsor signing a deal with a team sets specific KPIs in a smart contract, such as the number of attended tournaments with the company's logo, mentions in the team's social media channels, etc. All of these parameters were impossible to automatically record and check before. But with DreamTeam, you will be able to easily track players' and teams' performance through APIs, monitor when, with whom, and with what kind of branding they completed, as well as the popularity of the team. In a smart contract, we can put down all the requirements and guarantee that teams, players, and sponsors are satisfied with the outcome. Furthermore, the money is only released when all of the requirements set in the smart contract are met.

The same is true for tournaments, where teams sign a smart contract with tournaments' organizers. DreamTeam can track match IDs and provide prize money payouts immediately after the tournament ends. We will also offer advanced three-factor authentication to ensure zero fraud by double-checking stats of top esports sites such as Hltv.org to verify our data. DreamTeam also uses the Oracle network to secure smart contracts and guarantee the fairness of results.

Market Fragmentation

Problem

All of the esports market participants have no single go-to marketplace to make advertising or sponsorship deals, transfer players, or search for tournaments. And everything has to be done manually; an all-in-one database is absent. For example, gamers are faced with many challenges when creating an esports club or team: people recruitment, creating a bank account, doing all the legal paperwork, and dealing with a variety of third-party services. Millions of gamers want to spend money to develop their teams, hire coaches, psychologists, and other supporting personnel, but don't want to do it all manually. Therefore, there are only around 100 pro teams globally that have gone all the way and can earn top dollar in esports.

And this leads to lots of time and effort spent on development. This, in turn, causes a significant decrease in market growth.

Solution

DreamTeam is connecting all of the market players under one roof and acting as an entry-point for esports and competitive gaming: from professionals (players, coaches, analysts managers, etc.) to teams, tournaments, and businesses (sponsors, platforms, and advertisers). For teams, we are offering recruitment functionality, with options to search and analyze players, their ranking, game stats, and tournaments played. We are also providing management tools – practice games, tournaments, and performance tracking, as well as for analytics tools to develop teams.

Limited Universe and Possibilities

Problem

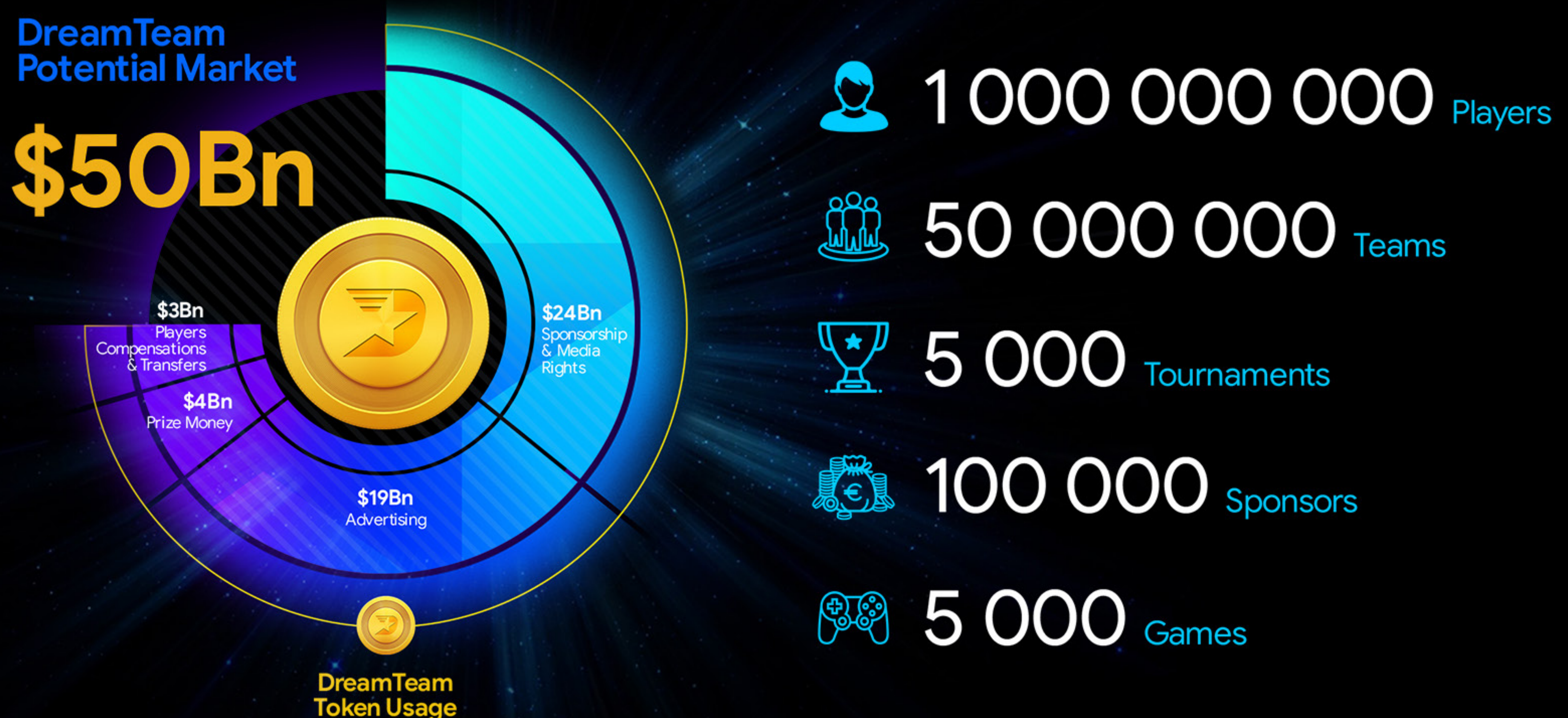
Very limited market universe to enter, as the stakes are too high for 100k+ small and medium-sized advertisers and sponsors that are willing to promote their brands and products. Millions of gamers and teams don't have a clear cut-point due to the absence of business tools for team management, recruitment, analytics, sales, marketing, etc. There is no database and no uniform system to connect sponsors and advertisers with the esports teams.

Solution

DreamTeam provides every possible tool for esports mass adoption and unlocks a \$50Bn market for hundreds of millions of gamers and thousands of advertisers and sponsors.

Product & Strategy

DreamTeam is the first infrastructure platform for gaming and esports that solves problems for hundreds of millions of gamers who want to find teammates, improve skills, manage clans, or earn money and rewards through skill validation.



Development strategy

By 2023, DreamTeam will be used by 80% of the esports and gaming industry, will have created 12M+ teams, and with the help of blockchain and smart contracts technologies will act as a secure 3rd party for all financial operations on the gaming and esports market.

DreamTeam is the platform for gamers who want to:

Find - the easiest way to source players, friends, teams, clans, and tournaments

Manage - the ultimate tool for clan management, roster management, and scheduling

Challenge - participate in DreamTeam challenges or challenge other players, influencers, and your friends

Socialize - get the content that you really need and share what you want

DreamTeam provides a rich gamer experience in certain games via building lots of modules such as:

Unified Profile — home to a player's inner gamer, the place to connect games and social platforms (Twitter, Discord, YouTube, Mixer, Twitch), and show off your gaming reputation.

Game Stats — allows users to track their progress over time.

Player and Clan Recruitment - Allows teams to find and recruit players and players to find and apply to teams

Clan Management Tools - Clans can recruit new members, show off members' results in challenges, post PR info in the media section, create and share content with their members, manage the clan calendar by adding reminders for practice, tournaments, and events, etc.

Player and Clan Challenges — daily challenges allow users to compete against the community to win cash prizes and profile badges

Skill Validation — a single place for gamers to find all of the needed info: skills, reviews, ratings, achievements, etc. Imagine going to IMDB to read about a movie and then having to use additional websites to see reviews, rate the movie, and view cast info. DreamTeam puts all of the gamer's info on one platform.

Toxicity Control — reputation rating and gamer reviews

Smart Contracts

The collision of blockchain technology and gaming holds great promise for the growth of these industries. Blockchains provide a useful tool for gamers for various reasons, including decentralized asset exchanges, verifiable scarcity of virtual objects and collectibles, fast and secure payment networks, and an ability for developers to properly monetize their creations.

DreamTeam Token is the only intra-platform DreamTeam currency. Every transaction on the platform will require the use of DreamTeam Tokens. Token application is fully supported by the blockchain technology and can be used for:

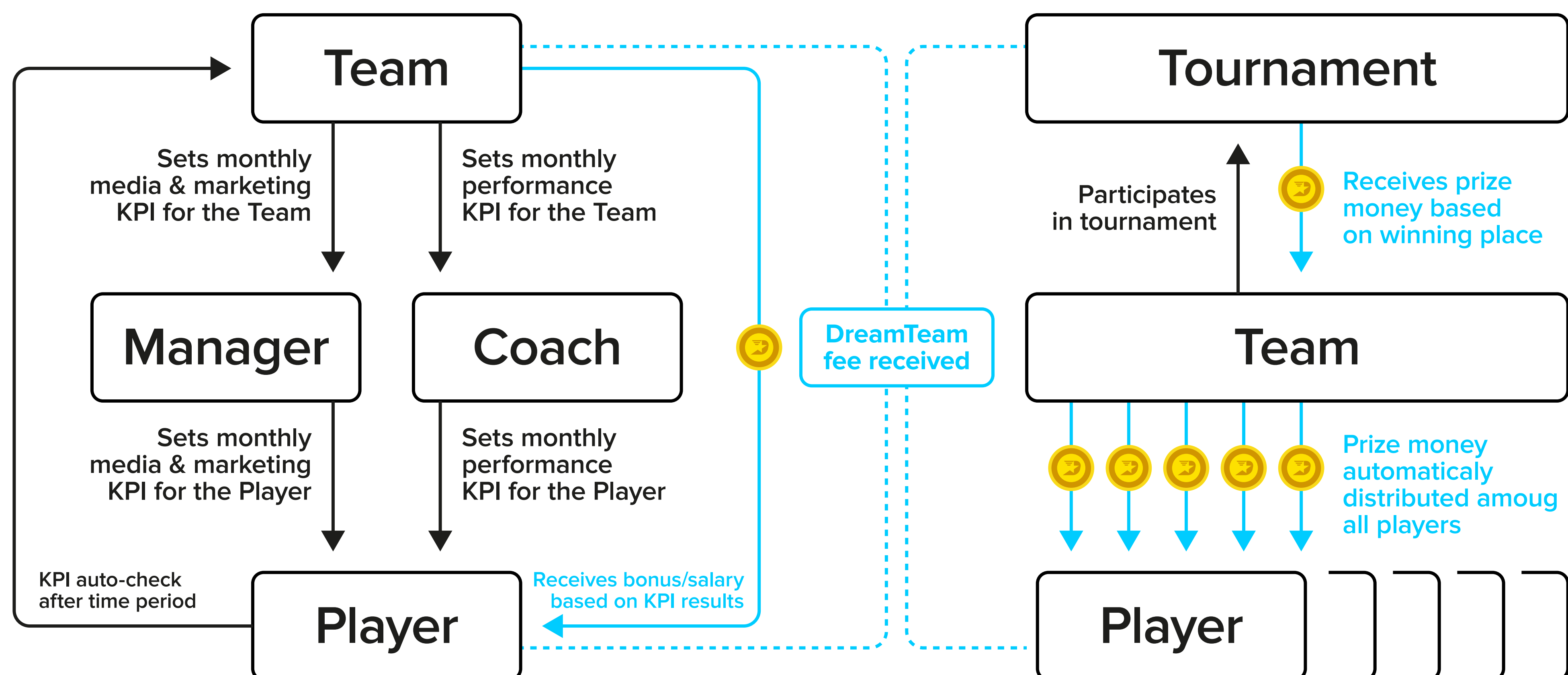
- Player to Team/Coach/Manager Compensation
- Player Transfers
- Sponsorship and Media Rights Sales
- Advertisement Sales
- Prize Money Payouts
- Team Merchandise Sales
- Team Blockchain Memorabilia

Team pays bonuses/salary to player

Based on performance

Tournament pays prize money

Based on Team placing

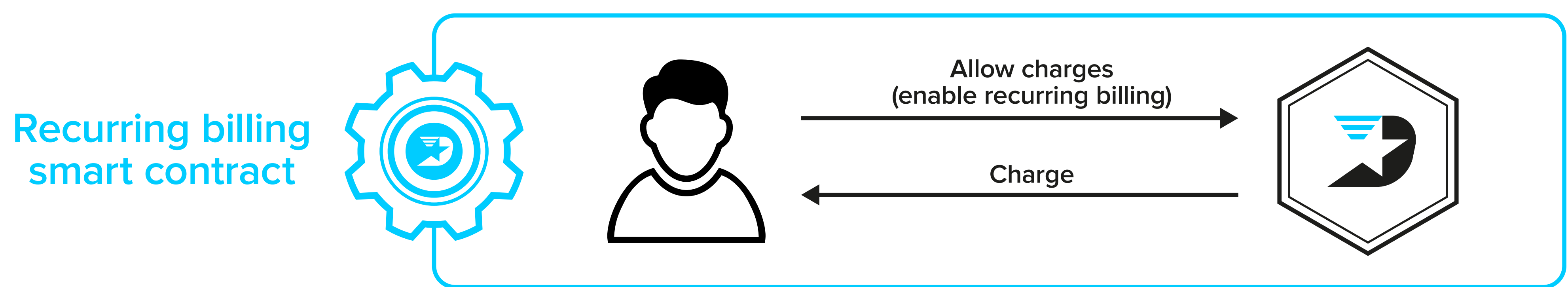


Smart contract services examples based on the DREAM token

DreamTeam uses a simple fee-based economy when it comes to smart contracts. Every time a user makes a transaction, a fee applies. This fee can be paid either in DREAM tokens or fiat currency (for fiat-backed smart contracts). DreamTeam spends 15% of the collected fees on buying DREAM tokens from exchanges, these tokens are locked in DreamTeam reserves for future partnership development.

An example of the smart contract can be a team-player compensation smart contract, which regulates a financial agreement between team and player. DreamTeam has already tested and validated this approach within the [Trickle decentralized agreements service](#), which allows for the creation of hourly-based agreements in any Ethereum-based tokens (including stablecoins). DreamTeam will either use a stable asset (stablecoin) or DREAM Token to establish a smart-contract based agreement between two parties, helping them to transact in Ethereum network using the DREAM's token delegated transaction feature. Users will either be able to pay fees for their transactions in DREAM or in a stable asset they are using for the smart contract transaction.

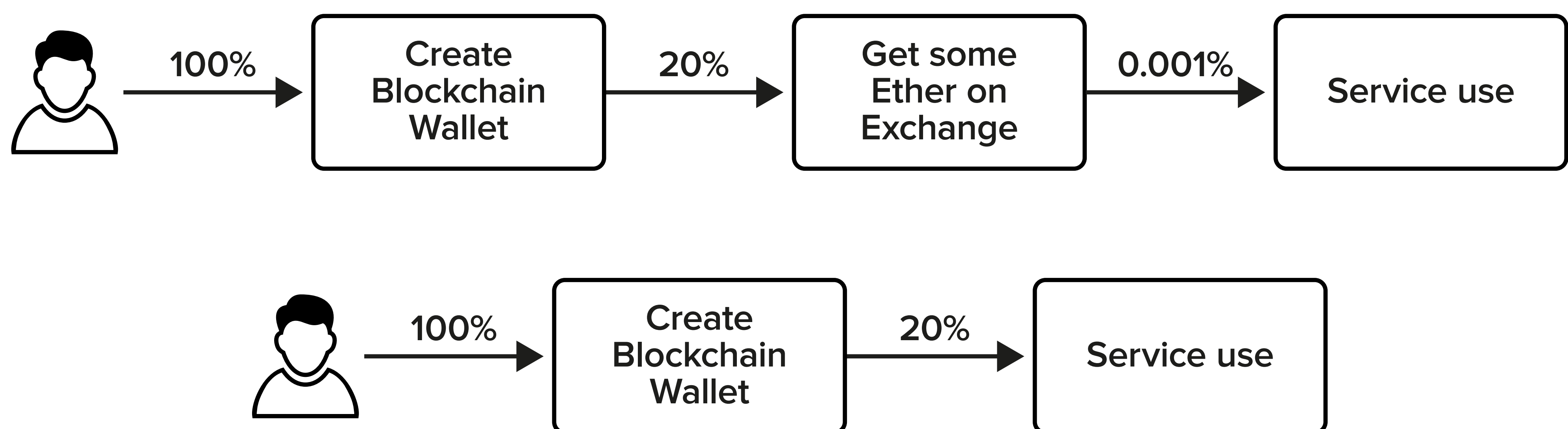
DreamTeam also utilizes service smart contracts, like already-implemented [recurring billing](#) smart contracts. This contract is also an excellent example of how DreamTeam users interact with the DREAM Token. Once the recurring billing is enabled by a DREAM Token holder, DreamTeam starts to charge the user once per the agreed-upon period. The interaction between the user and DreamTeam is regulated by the smart contract, allowing both to ensure that the payments are made precisely as agreed upon.



Recurring billing service contract which controls how users are charged on a recurring basis

To make the usage of DREAM Tokens less complicated for users, DreamTeam implemented support of [delegated transactions in DREAM Token](#), which eliminates the need to pay fees at all, or at least to pay fees in Ether (which is standard for all other ERC20 tokens). Thus, our users can transfer tokens by paying fees in DREAM Tokens, or not paying fees at all in the case the price already includes the transaction fee.

Eliminating the fee in Ether will drastically simplify the crypto onboarding process for new users, allowing better crypto adoption to take place exclusively for the DREAM Token.



*User onboarding funnel with and without delegated transactions
(According to DreamTeam's estimation)*

Traction

DreamTeam launched its Beta version of the platform in late October 2017, and by the end of 2019 we already had 2M users, and by the end of 2020 we expect at least 4M user registrations spread out across CS:GO, LoL, Apex Legends, Fortnite, CoD and other titles supported by our platform. The vast majority of users come from the US, Europe, and CIS regions. By the end of 2020 - 80% of the platform features will be developed.

Regarding the DreamTeam ICO, Phase #1 reached its hard cap of \$6M in December 2017. And Phase #2 has been completed in May 2018, with \$4M raised.

DreamTeam Token

[DreamTeam Token \(DREAM\)](#) is a cryptocurrency issued by DreamTeam, a utility ERC20-compatible token which is primarily used to drive all DreamTeam services and create a decentralized economy for the entire esports and gaming industries. The DreamTeam Token is a highly-secure asset, resistant to any known attacks, featuring the following:

1. DreamTeam Token, among other ERC20 tokens, supports [delegated transactions](#), which means that token holders can transfer tokens securely without fees in Ether (Ethereum platform currency), which in turn drastically simplifies its usability.
2. The DreamTeam Token smart contract, an underlying program that defines how DREAM Tokens are transferred, has been thoroughly [audited by Coinfabrik](#). The audit confirmed that the DreamTeam Token contains no security issues.

All DREAM Tokens have been fairly distributed between DreamTeam contributors, advisors, and DreamTeam itself. The number of DREAM Tokens issued is fixed. No more tokens can be ever issued, which is [guaranteed](#) by the [DreamTeam Token smart contract](#). DreamTeam tokens are involved both directly or indirectly in every transaction settled on the DreamTeam platform.

The vast majority of DreamTeam users use mobile devices, as well as console platforms like Xbox and Playstation, DreamTeam is developing a mobile app that must be compliant with the App Store and Google Play policies.

Most of the games have at least 2–3 different intra-platform currencies, and its value can be counted in millions of coins, which users can have on their balance and spend on various items. Most of such transactions don't cost much if compared to real money. The cost of our services varies in the range of \$1 — \$10. Our audience, gamers, are already accustomed to microtransactions, so the learning curve will be minimal. To support this trend, avoid fractions, and smoothen the transaction experience on the platform, DreamTeam users balance will be shown in DREAMZ (the equivalent of the DreamTeam Token, where 1 DREAM = 1000 DREAMZ). DreamTeam Token remains the only intra-platform currency required in all platform transactions.

DreamTeam Token Adoption

DreamTeam has already adopted blockchain technology, which allowed its users to get a massive discount on DreamTeam services. However, there were multiple barriers that prevented this approach from being successful. Users were very much curious about what the DreamTeam Token is, however, it turned out to be too complicated for them to perform all the steps to purchase tokens, including purchasing an additional currency (Ether) to be able to transfer their tokens.

Obviously, by only using crypto payments on the DreamTeam platform, users didn't have access to the easiest and most convenient payment methods for the following reasons:

- Cryptocurrency is a young and not widely understood payment option yet
- Payments in tokens for users new to cryptocurrency require taking additional complicated steps: signing up on an exchange, opening a wallet, etc.
- Wallet maintenance difficulties: securely storing the wallet, keeping the passphrase safe, etc.

Almost all other blockchain-based startups launching their own token economies struggle with these problems, which create obstacles both in bringing new users to their solutions, as well as growing naturally as a business. DreamTeam faced the same issues and, in contrast to other economies, implemented the following solutions:

- Backend token purchases, which effectively purchase DREAM Tokens for the user using a fixed DreamTeam rate when the user makes a payment.
- Delegated token transactions, which allow users to avoid paying complex fees for real blockchain token transfers and smart contract calls.

Token Economy 2020

This section provides an overview of the token economy planned for launch early in 2020 within the updated DreamTeam platform. All components listed below create a concise economic model for the DreamTeam Token, which is balanced by DreamTeam according to the usage of these components.

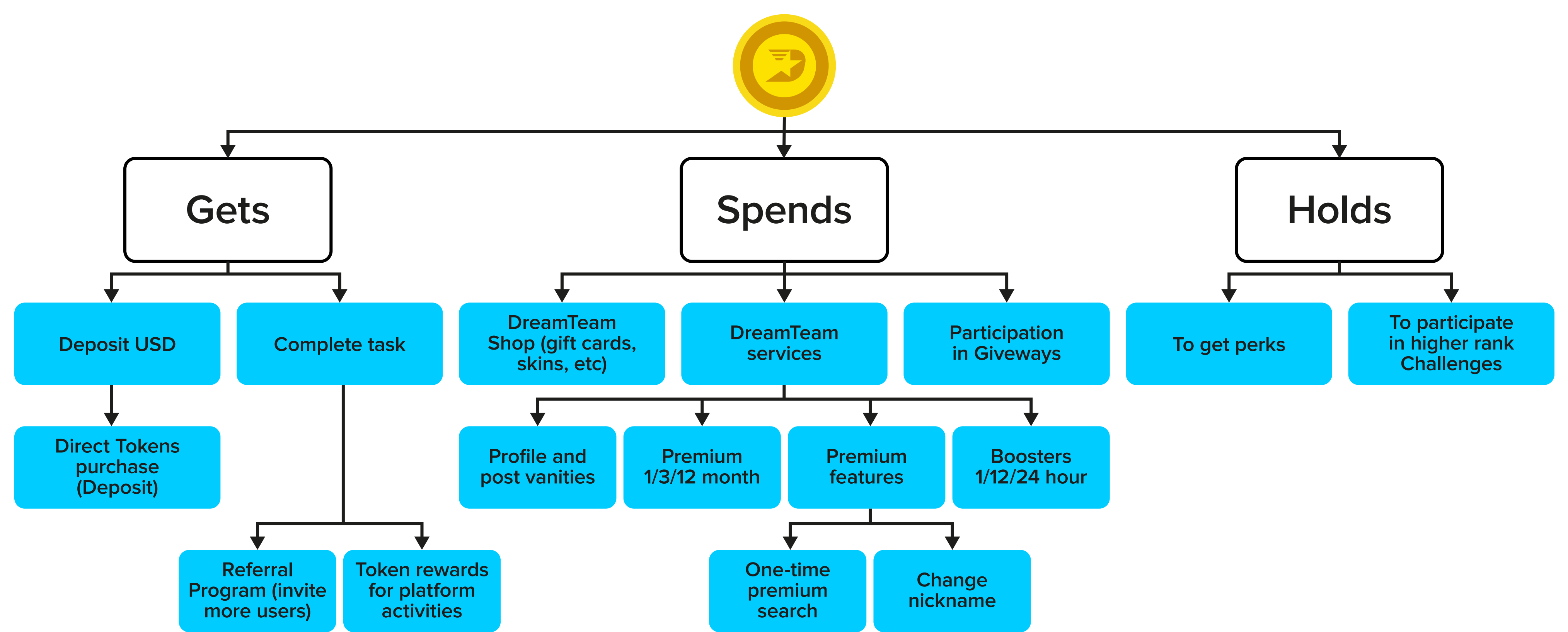
DreamTeam Wallet and Shop

The DreamTeam platform employs DreamTeam Token as the main currency, which is used for purchases in the DreamTeam shop. Users can buy, earn, hold, and spend this currency to get different benefits. DreamTeam Tokens are held in a user's DreamTeam Wallet on the DreamTeam Platform — a user's balance. Most of the token transactions are initially expected to happen on the DreamTeam platform in the form of earnings for activities and payments for DreamTeam services and premium subscription purchases.

The DreamTeam Shop is a part of the DreamTeam platform where users can spend their DREAM Tokens. The shop content includes, but is not limited to:

- DreamTeam one-time services, which are not available in the premium package
- Services which are a part of the DreamTeam premium package
- Real-world items, gift cards
- Vouchers for participating in giveaways
- Third-party services and items

Users can either earn DREAM Tokens or purchase them with USD using the DreamTeam’s fixed exchange rate. Users will have multiple token packages to choose from. The more they purchase, the better the price.



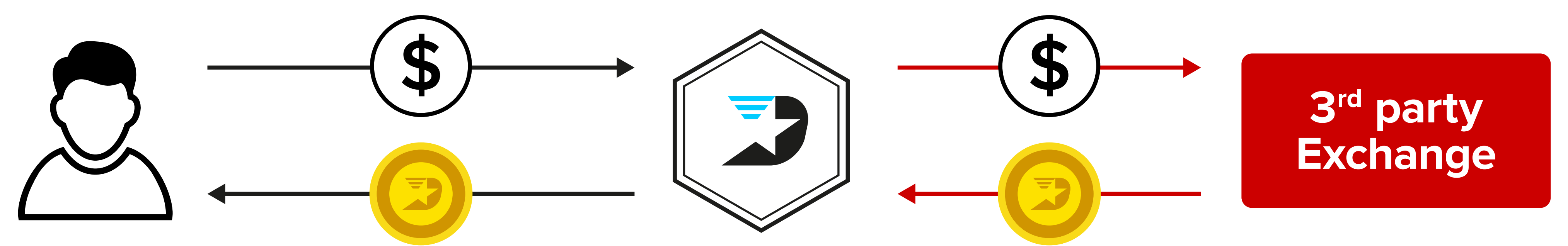
How the user earns, spends and holds DREAM Token

DreamTeam Platform Fixed Exchange Rate

All over the world, users get used to fixed and stable prices for items and services inside games, platforms, etc. To support this trend, DreamTeam introduces the fixed exchange rate inside the platform for all products and services in the amount of 1DREAM = \$1.

Meanwhile, the DreamTeam platform accepts payments in both DREAM Tokens and fiat currencies. Fiat purchases will always be converted to DREAM Tokens behind the scenes to achieve a smoother user experience by avoiding the need for users to go and buy tokens on third-party exchanges directly.

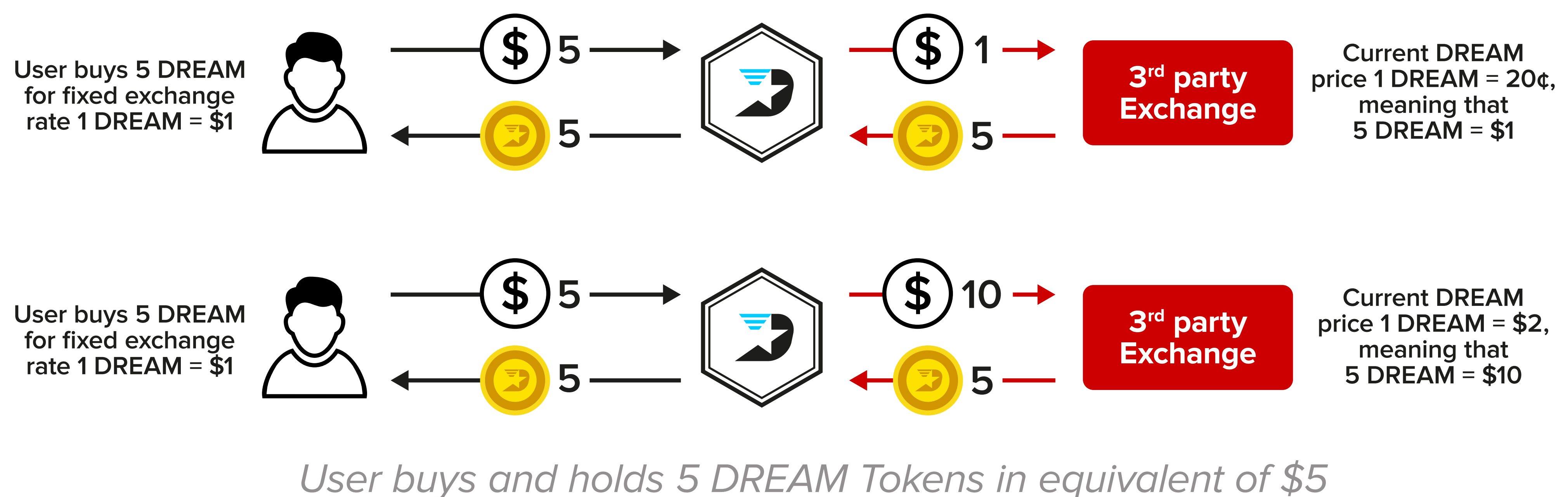
These processes are visualized in the diagrams below.



User buys and holds DreamTeam Token for further usage

As users buy DreamTeam Tokens at a fixed exchange rate, DreamTeam will buy the equivalent of Tokens, which user needs for the current price on an exchange. If the price on an exchange is lower than the DreamTeam platform fixed exchange rate, DreamTeam will spend less money than received from the user. If the price on exchange is higher than the DreamTeam platform fixed exchange rate, DreamTeam will spend more money than received from the user.

Each time the price on a third party exchange becomes 500% higher than the fixed DreamTeam platform rate, DreamTeam will double the Token price on the platform: 1DREAM = \$2.



Token Usage in Transactions for OTS/Premium

Each time a user makes a purchase on the platform, DreamTeam purchases the equivalent number of tokens from third-party exchanges. After DreamTeam purchases the required number of tokens, the tokens are automatically transferred to the user's balance.

Users are expected to engage with the DreamTeam platform utilizing the social paradigm and naturally need DREAM Tokens for specific actions like promoting their posts, participating in more challenges, purchasing profile vanities, etc. They get DREAM Tokens either by purchasing them or by completing tasks, which are both a part of DreamTeam's gamification. These tasks often include the use of DreamTeam services, which have been specifically developed to create a concrete path from beginner to novice to pro.

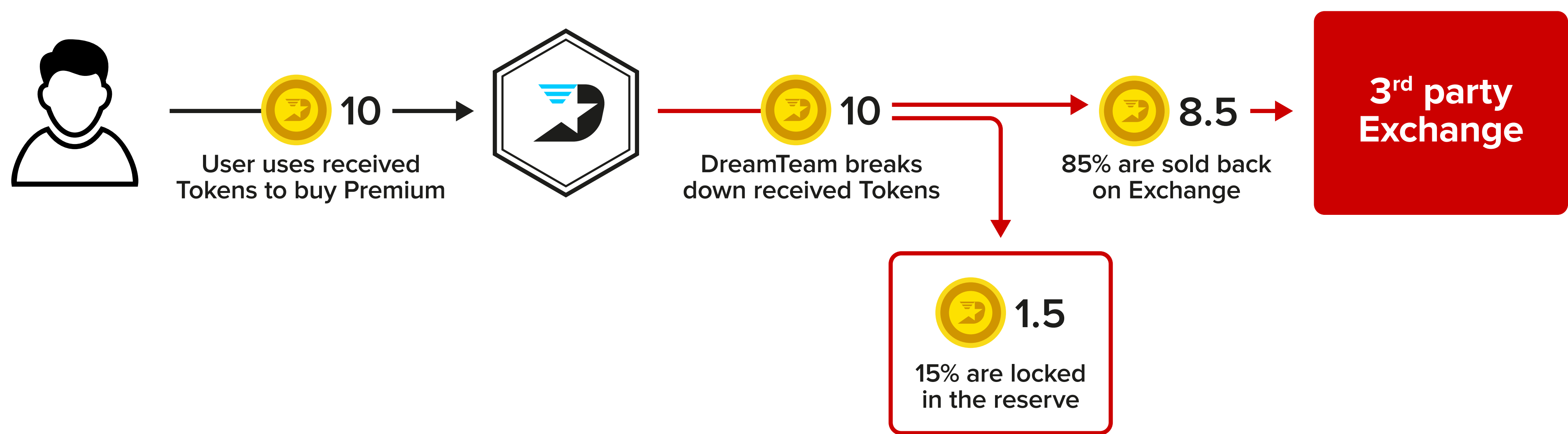
Premium subscriptions give players more comprehensive search tools, access to many exclusive features, and much more. The subscription-based model is combined with the platform token economy, allowing both token holders and premium subscribers to receive the maximum benefit out of the DreamTeam platform.

DreamTeam breaks down each token received in the following way:

- 15% of the tokens are locked for 5 years in DreamTeam reserves for future Partnership Development.
- 85% of the tokens are sold back on exchanges

The token distribution percentages may change slightly according to market conditions and the demand for DreamTeam services.

These processes are visualized in the diagram below.



How DreamTeam uses received Tokens

How DreamTeam locks, buys, sells and stores Tokens

The following flow applies to each transaction happened on DreamTeam platform:

- Convert 100% of fiat purchases on the platform (Prime and Premium subscriptions) to DREAM using the fixed 1:1 rate
- Notified the exchange bot to buy DREAM for transactions immediately
- Sell 85% of the tokens received from fiat exchange
- Lock the unsold 15% of the Tokens in a smart contract for five years
- In case the spread is more than 5%, we are just buying 15% of the Tokens amount that we are going to lock
- Unlocking the Tokens is only possible after five years, and the unlock periods are bracketed by month. E.g., all transactions during January 2020 are unlocked on January 1, 2025

DreamTeam stores all the data about each transaction:

- When, with which exchange order ID, and for how much was the transaction executed.
- Information about grouped transactions, which blockchain TX hash corresponds to which fiat user transaction on the platform
- In the future, we'll be able to display this information in the DreamTeam user's wallets to prove that the transaction was executed through official APIs of the exchanges (Kuna for now)
- Also, everyone who wishes to check the executed transactions personally can verify that the transaction took place at an exact time, download the transactions history from the exchange using the API, or find the Execution/Transaction ID

| DREAM ID | Type | Subscription Period | Timestamp | Execution Timestamp | Exchange | Execution ID | Dream Amount | BTC Price | Usd Price |
|---|--------------|---------------------|---------------|---------------------|----------|--------------|--------------|------------|-----------|
| 13eb8550-52e6-4d3f-837e-933eccb625dc-2020-02-29 | subscription | month | 1/29/20 11:20 | 1/29/20 11:23 | Kuna | 3564964 | 1,05 | 0,00000967 | 0,09 |
| 13470b43-cb74-4f90-be0c-839e02aa53a5-2020-02-29 | subscription | month | 1/29/20 8:51 | 1/29/20 8:55 | Kuna | 3564099 | 0,45 | 0,00000857 | 0,08 |
| 0e588820-a82c-46f9-bd20-0330d87e4cad-2021-01-29 | subscription | annual | 1/29/20 3:40 | 1/29/20 3:42 | Kuna | 3562957 | 10,65 | 0,00000899 | 0,08 |
| 130d7219-796f-460a-b8df-b0a95f369316-2020-02-28 | subscription | month | 1/28/20 18:37 | 1/28/20 18:39 | Kuna | 3561327 | 1,35 | 0,00000823 | 0,07 |
| 04f44e19-35e8-4f7c-adc2-b0b63b6c4db0-2020-04-26 | subscription | quarter | 1/26/20 20:48 | 1/26/20 20:49 | Kuna | 3552571 | 2,47 | 0,00000694 | 0,06 |
| 049da6be-1f44-40af-8e7f-47bb1e8036eb-2020-04-26 | subscription | quarter | 1/26/20 20:47 | 1/26/20 20:48 | Kuna | 3552568 | 2,47 | 0,00000694 | 0,06 |
| 146191a0-0e86-453b-9226-7142467c6531-2020-02-26 | subscription | month | 1/26/20 20:14 | 1/26/20 20:14 | Kuna | 3552510 | 1,05 | 0,00000712 | 0,06 |
| 0a2c1358-8e93-4b7c-ac60-ca6d66557774-2020-02-25 | subscription | month | 1/25/20 20:22 | 1/25/20 20:24 | Kuna | 3549984 | 0,45 | 0,00000724 | 0,06 |
| 0c362c89-cdb4-4f8e-b5d6-59796e10c9c6-2020-02-25 | subscription | month | 1/25/20 19:42 | 1/25/20 19:43 | Kuna | 3549911 | 1,05 | 0,00000728 | 0,06 |
| 00f5ac08-b0f0-42be-b34b-f0488cd9dfdc-2020-02-24 | subscription | month | 1/24/20 23:32 | 1/24/20 23:33 | Kuna | 3548125 | 0,75 | 0,00000735 | 0,06 |
| 14000340-2cab-417e-a696-53ec65670346-2020-02-24 | subscription | month | 1/24/20 23:22 | 1/24/20 23:24 | Kuna | 3548122 | 0,75 | 0,00000732 | 0,06 |
| 00e9ffb5-018e-492a-ba52-9a9fc5b67bc6-2020-02-23 | subscription | month | 1/23/20 11:53 | 1/23/20 11:54 | Kuna | 3541734 | 0,67 | 0,00000706 | 0,06 |
| 15d20e6f-1a71-4ce8-a354-a80ccd5e52b7-2020-02-23 | subscription | month | 1/23/20 10:23 | 1/23/20 10:24 | Kuna | 3541261 | 0,67 | 0,00000698 | 0,06 |
| 0530fa93-0ce9-4003-bfe2-ceea6dd87023-2020-02-22 | subscription | month | 1/22/20 4:58 | 1/22/20 5:00 | Kuna | 3535614 | 1,05 | 0,00000739 | 0,06 |
| 0a6cbc4d-aaa8-4a8a-a355-30e97819269f-2020-02-21 | subscription | month | 1/21/20 14:54 | 1/21/20 14:57 | Kuna | 3532969 | 0,45 | 0,00000635 | 0,05 |
| 0d3e5b24-2632-4a65-b838-e14231678e02-2020-02-21 | subscription | month | 1/21/20 14:44 | 1/21/20 14:45 | Kuna | 3532952 | 1,05 | 0,00000635 | 0,05 |
| 16654952-c13b-46a3-8983-19041471e115-2020-02-21 | subscription | month | 1/21/20 12:06 | 1/21/20 12:08 | Kuna | 3532431 | 0,75 | 0,00000625 | 0,05 |
| 116406fc-f452-4aac-a16b-2c353a5c13e3-2021-01-18 | subscription | annual | 1/18/20 7:08 | 1/18/20 4:09 | Kuna | 3513350 | 10,65 | 0,00000835 | 0,07 |
| 009e1c87-d889-4d24-a3b1-11a2824d57ba-2020-02-17 | subscription | month | 1/17/20 17:04 | 1/17/20 17:05 | Kuna | 3511079 | 2,25 | 0,00000852 | 0,08 |
| 101747a7-53bf-4d0d-8668-b9726ceb1f95-2021-01-17 | subscription | annual | 1/17/20 14:24 | 1/17/20 14:25 | Kuna | 3510003 | 10,65 | 0,0000085 | 0,07 |
| 03566190-1693-4a70-88e7-268391b03b9c-2020-02-16 | subscription | month | 1/16/20 22:43 | 1/16/20 22:44 | Kuna | 3505916 | 1,05 | 0,00000845 | 0,07 |
| 12e64496-4827-4a41-916b-287fbf898f6a-2020-02-16 | subscription | month | 1/16/20 21:29 | 1/16/20 21:30 | Kuna | 3505686 | 0,9 | 0,00000845 | 0,07 |
| 079e76c4-8577-4f26-9f27-2c4bcbf3ade2-2020-04-16 | subscription | quarter | 1/16/20 16:07 | 1/16/20 16:08 | Kuna | 3503582 | 5,4 | 0,00000845 | 0,07 |
| 06bc26a4-68e8-41b1-b278-60387152527d-2020-02-16 | subscription | month | 1/16/20 12:05 | 1/16/20 12:07 | Kuna | 3502374 | 1,05 | 0,00000845 | 0,07 |
| 0ff0b900-79cf-4a89-8416-47656fdbea0c-2020-02-16 | subscription | month | 1/16/20 11:14 | 1/16/20 11:16 | Kuna | 3502081 | 1,05 | 0,0000085 | 0,07 |
| 0666dd3c-858d-4f4a-9cf1-363ca6a94cd6-2020-02-15 | subscription | month | 1/15/20 3:10 | 1/15/20 3:12 | Kuna | 3494064 | 1,05 | 0,00000924 | 0,08 |
| 170f2b9b-70ac-479d-807d-b95fe91bf1a6-2020-02-14 | subscription | month | 1/14/20 19:22 | 1/14/20 19:23 | Kuna | 3491454 | 1,05 | 0,0000089 | 0,08 |
| 06be0bfb-2db3-4439-99c6-fb2068a6af5e-2020-02-14 | subscription | month | 1/14/20 10:22 | 1/14/20 10:23 | Kuna | 3484744 | 1,05 | 0,00000989 | 0,08 |
| 10118180-7716-4d68-b118-c3254fb60b1b-2020-02-13 | subscription | month | 1/13/20 15:27 | 1/13/20 15:27 | Kuna | 3481374 | 1,05 | 0,00001015 | 0,08 |
| 09b8486c-7f2c-46d1-b527-18f1cc07770b-2021-01-13 | subscription | annual | 1/13/20 6:22 | 1/13/20 6:22 | Kuna | 3479468 | 10,65 | 0,00001034 | 0,08 |
| 06719e83-a6ee-420a-b7f3-5f21e7cc6210-2021-01-12 | subscription | annual | 1/12/20 22:47 | 1/12/20 22:47 | Kuna | 3478700 | 8,55 | 0,00001038 | 0,08 |
| 11d214fe-81fb-4cce-b4bf-9d329e0bf408-2020-02-12 | subscription | month | 1/12/20 16:23 | 1/12/20 16:24 | Kuna | 3477352 | 1,05 | 0,00001039 | 0,08 |
| 14ab503f-8d10-45f8-bad3-4b76e38d2404-2021-01-12 | subscription | annual | 1/12/20 3:36 | 1/12/20 3:36 | Kuna | 3475853 | 9,75 | 0,00001084 | 0,09 |
| 12d93ede-e306-4bf1-a487-6963dfb7f5f7-2020-02-10 | subscription | month | 1/10/20 14:36 | 1/10/20 14:36 | Kuna | 3469479 | 1,05 | 0,00001089 | 0,09 |
| 124df2d4-b9e4-40e9-849a-273cb833676c-2020-02-10 | subscription | month | 1/10/20 13:34 | 1/10/20 13:42 | Kuna | 3469325 | 1,05 | 0,00001089 | 0,09 |
| 17abf334-2b3f-43d7-a981-5de2f2d497cd-2020-02-09 | subscription | month | 1/10/20 13:34 | 1/10/20 13:41 | Kuna | 3469295 | 1,05 | 0,00001089 | 0,09 |
| 106af5f9-bed8-4fef-af32-d6a123611497-2021-01-08 | subscription | annual | 1/10/20 13:34 | 1/10/20 13:41 | Kuna | 3469272 | 10,65 | 0,00001089 | 0,09 |
| 0e82b2b7-e064-4c0d-b098-88ce939b421e-2020-02-08 | subscription | month | 1/10/20 13:34 | 1/10/20 13:41 | Kuna | 3469285 | 1,05 | 0,00001089 | 0,09 |
| 158f0bd0-bc8e-45e9-ac86-eafef34b80ef-2020-02-06 | subscription | month | 1/10/20 13:34 | 1/10/20 13:40 | Kuna | 3469266 | 0,75 | 0,00001089 | 0,09 |
| 03d28c16-ad14-40d9-8385-3535cfc28e39-2020-04-06 | subscription | quarter | 1/10/20 13:34 | 1/10/20 13:40 | Kuna | 3469242 | 2,47 | 0,00001089 | 0,09 |
| 01a50917-ed88-4426-b152-7ecb46b824b2-2020-02-04 | subscription | month | 1/10/20 13:34 | 1/10/20 13:39 | Kuna | 3469219 | 1,05 | 0,00001089 | 0,09 |
| 059bcedb-2c26-48b6-96ca-8d597818d0c1-2020-04-04 | subscription | quarter | 1/10/20 13:34 | 1/10/20 13:39 | Kuna | 3469226 | 2,47 | 0,00001089 | 0,09 |
| 0fc67606-0954-47be-ab1b-76be35a0ad1a-2020-04-03 | subscription | quarter | 1/10/20 13:34 | 1/10/20 13:39 | Kuna | 3469222 | 2,47 | 0,00001089 | 0,09 |
| 0904a62e-ff50-48b8-903d-5e2df27899bf-2021-01-01 | subscription | annual | 1/10/20 13:34 | 1/10/20 13:38 | Kuna | 3469211 | 5,4 | 0,00001089 | 0,09 |
| 0e6f136f-a635-496b-9075-a51173fc7c72-2020-02-01 | subscription | month | 1/10/20 13:34 | 1/10/20 13:36 | Kuna | 3469165 | 0,67 | 0,00001089 | 0,09 |
| 0a00b500-3116-417c-aa87-2c68caf257e2-2020-12-31 | subscription | annual | 1/10/20 13:34 | 1/10/20 13:36 | Kuna | 3469170 | 5,4 | 0,00001089 | 0,09 |
| 0b026309-dc76-4a58-9dac-6f7c141fa182-2020-01-30 | subscription | month | 1/10/20 13:34 | 1/10/20 13:36 | Kuna | 3469149 | 0,67 | 0,00001089 | 0,09 |
| 0281d4c5-dc00-4b2e-a696-b3571156d95f-2020-12-30 | subscription | annual | 1/10/20 13:34 | 1/10/20 13:36 | Kuna | 3469148 | 5,4 | 0,00001089 | 0,09 |

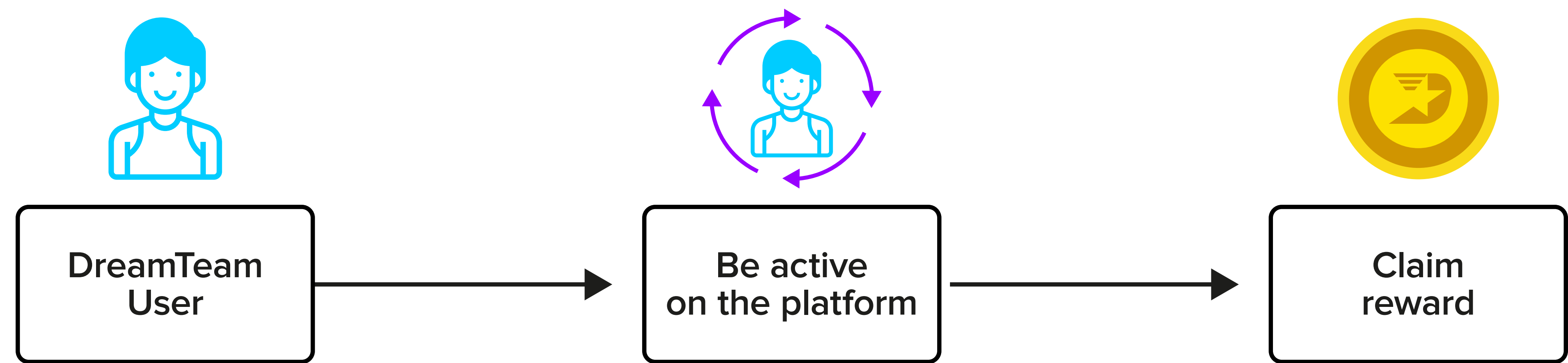
The example of randomly chosen transactions executed on exchanges

DreamTeam Rewards

DreamTeam implements a rewards system as a part of our gamification. Users are able to receive rewards for:

- Targeted actions they do on the DreamTeam platform
- Rewards for interacting with third-party services

Targeted actions on the DreamTeam platform can be anything from single-time actions like verifying an email or inviting a friend to the platform to recurring tasks that require users to visit and engage with the DreamTeam platform regularly.



Here's an example of the gamification flow for the user:

1. The user completes a targeted action, like their first challenge participation or their first “Looking for Group” message posted.
2. The user receives a reward in DREAM Token for completing a particular targeted action.
3. The user can spend the earned tokens to purchase valuable services and features or hold them to unlock more features or participate in Challenges (read below).

Third-party rewards will allow DreamTeam to partner with other businesses while allowing users to get a reward in DREAM Tokens. Many companies are looking to increase their audiences, like app developers, game developers, payment gateways, or crypto wallets. This is a standard practice which a lot of other companies adopt. An example of a third-party reward might be a reward for the user in DREAM Tokens after installing a third-party crypto wallet. Later, the user will receive a reward in their DreamTeam Wallet. In return, DreamTeam receives USD to buy Tokens on an exchange which will be used according to the model described above.

DreamTeam Challenges

The core of competitive gaming and a large part of the gaming market takes place in competitions between players or teams in online multiplayer games. There are a couple of options for the players to compete; some of them are only available for pro teams, while others can be found on different gaming websites.

Speaking about professional tournaments, the blueprint has already been laid out; you must be part of a pro team to compete. But what about entering a competition on a gaming website? Those tournaments often have requirements for the number of entrants needed and specific start times and dates. Moreover, to sign up for a tournament, you need to go through a lengthy registration process: register on the platform, fill in the profile, link a profile to the account, create a team, etc. Most of the players don't want to go through this process and leave the platform. The time of casual games with fewer hardcore players who don't want to waste their time has come, those players want to get everything here and now.

DreamTeam is solving these problems with DreamTeam Challenges — daily competitions with a one-time click entry. Players can join at any moment as the challenge runs for 24 hours, allowing participants to compete when they have free time available. Challenges give every user without a team an opportunity not only to check their skills and earn social recognition but also earn some money.

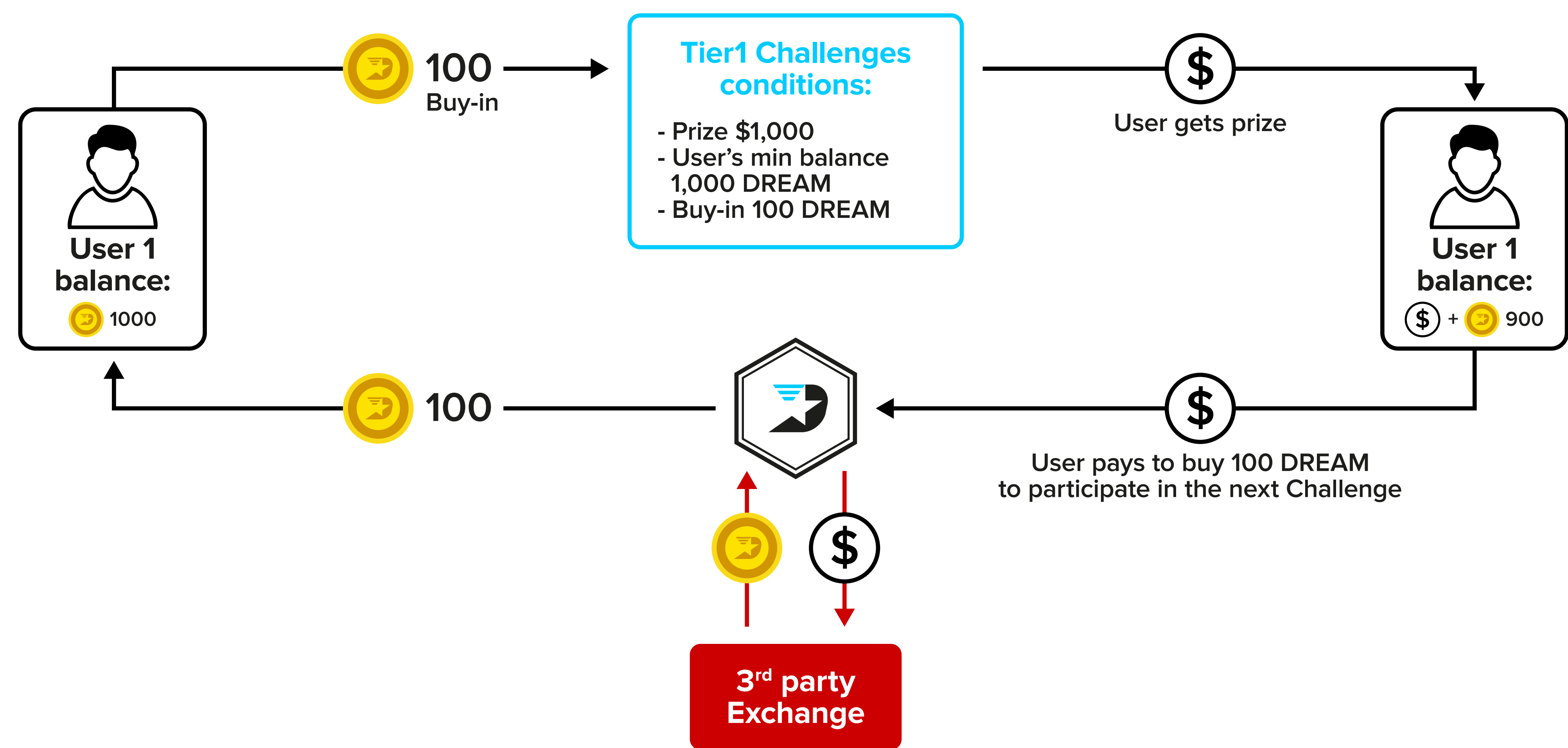
Participation in regular Challenges doesn't require any entrance fee. But if users want to enter Challenges with better prizes, they need to have a certain number of tokens on their balance to qualify and then pay the buy-in — the fee for participation. The higher the prize and buy-in, the higher the user's token balance has to be to qualify for participation.

Hence, DreamTeam platform users are incentivized to buy and hold a certain number

of DREAM Tokens to be able to participate in challenges and earn prizes. We expect up to 50,000 users will participate in challenges daily by the end of 2020.

Challenges work in the following manner:

- There are different Challenge ranks, and each user qualifies to participate in a particular number of challenges depending upon the number of DREAM Tokens their DreamTeam balance holds. Users need to hold more DREAM Tokens to be able to participate in higher-ranked challenges.
- Holding more DreamTeam tokens opens the opportunity to participate in challenges with greater prizes.
- To participate in a challenge, players need to have a certain number of required tokens on their balance and pay a buy-in fee for participation, which is a percentage of the tokens needed to qualify.
- Challenge prizes can vary - cash prizes, real-world items, gift cards, etc.



Challenges participation example

Growth and Support

Building an infrastructure platform and payment gateway for esports and gaming while providing a place to unite all Players in a complete and self-sufficient ecosystem is the primary mission for DreamTeam. And the DREAM Token is a valuable part of that ecosystem. With the growth of DreamTeam, the DREAM Token will receive the desired adoption by other services. For instance, users will be able to buy in-game goods or services for DREAM Tokens on other esports and gaming platforms.

Integration with Payment Providers and Wallets

As the DREAM Token grows and becomes a more accepted esports currency, DreamTeam is going to partner with third-party payment providers and integrate additional crypto wallets to make the process of purchasing in-game assets and services easier.

DreamTeam is committed to working on partnerships with a vast array of esports and gaming companies, which will enable esports enthusiasts to use DREAM Tokens earned on the DreamTeam platform for things like other games, in-game assets, and anything else related to esports and gaming.

Our team is continuing to focus on expanding the support of the DREAM Token across multiple wallet software, enabling users to use the DREAM Token from the wallet of their choosing. Integrations with third-party wallets can also simplify the process of buying and exchanging DREAM Tokens.

Open Source Strategy

DreamTeam has active and transparent [open-source contributions](#), which include regular [smart contracts](#) updates and integrations related to the DREAM Token and its ecosystem. One of the priorities for the open-source strategy of DreamTeam is to provide the community with handy tools for integrating services based on the DREAM Token with their applications.

An example of that is the innovative feature developed by DreamTeam, the smart contract [recurring billing feature](#), available for any Ethereum-based token. This feature [is already live](#) and is used for DreamTeam premium subscriptions. [Recurring billing in DREAM Token](#) is one of the most secure ways of establishing recurring payments between customers and merchants, as the monetary relations between parties are regulated by a smart contract. This means that the merchant cannot overcharge the customer, nor can the customer miss a payment. Furthermore, no third parties are involved in the value exchange. This will help revolutionize recurring payments not only for esports and gaming but for any subscription-based service.

Another useful feature that makes the DREAM Token stand out is delegated token transfers. This feature allows users to transfer DREAM Tokens without needing to buy

Ether, something that 99.9% of other tokens require. [The secure delegated transfer feature of the DREAM Token](#) drastically simplifies the user experience while allowing the building of truly decentralized applications. This feature went live and is currently [available for the public](#). DreamTeam also [open-sourced](#) tools that enable other developers to use delegated transactions in their decentralized applications.

Developed smart contract services by DreamTeam include but are not limited to:

- [Recurring billing in DREAM Token](#) integrated with DreamTeam platform
- [DREAM Token transfer service which charges fees in tokens](#) instead of fees in Ether as a dedicated embeddable service
- [Hourly-rate-based smart agreements](#) between any two parties as a dedicated service

Planned developments related to smart contract services:

- Integration of the dedicated services mentioned above with DreamTeam platform and token economy
- Smart contracts for prize money and payouts
- Any other smart contracts supporting the token economy

Technological Stack

DreamTeam Web Platform: is designed to be a SPA (Single Page Application) that's highly scalable to handle a load of millions of users with the following technology stack:

Front-End:

Javascript (Vue.js), HTML5, CSS3 and Nodejs. Vue.js was chosen for being a lightweight and flexible Javascript framework that allows for the creation of reusable components.

APIs:

Restful APIs are created to work with the front end. We have created APIs as microservices to handle a variety of tasks, including Achievement, Authentication that does not currently use OAuth2. However, we will add OAuth2 as we open our services to external users as well. Currently, we are continuing to add new Services such as Steam Updater, LOL Updater, Notification, and Blockchain Services. We will also be adding further Services for CS:GO, League of Legends, and Search utilizing Amazon Elastic Search in the near future.

As a part of our deployments, we will only extend microservices to the pre-set target regions instead of deploying all of the services in all regions. This reduces some of the complexities on the DevOps side and lets the DreamTeam be more time effective.

Back-End:

PHP7 with Symfony 4. Symfony is one of the best PHP frameworks that is enterprise-ready.

Database:

PostgreSQL 9.5. PostgreSQL is an enterprise-grade, highly scalable, optimized database that creates well-running query plans, making it very responsive. We also use NOSQL Databases such as MongoDB in different parts of the system, where it makes sense for us to use it instead of relying on a relational database for every functionality.

All of the technological stacks run on AWS Infrastructure with Docker containers, Kubernetes orchestration, and a CI/CD (Continuous Integration/Continuous deployment) infrastructure is in place. We have done performance testing using the Gatling tool, and we are continually optimizing our code, our queries, and our infrastructure to handle the expected loads of the systems for years to come.

Competitor Analysis

DreamTeam strongly believes that an all-in-one platform with a comprehensive list of features which allow casual players to not only find one another but create meaningful interactions while defining who they are as a gamer is needed for the market to reach its potential. We are faced with a multi-million gamer audience that has little more than streaming parties to interact with their favorite sport. No simple and effective solution can solve their problems when creating a team and gathering players of similar skill levels. And the solutions that are present are for pro and semi-professional gamers.

DreamTeam functions the same way as the leading companies that unite their respective ecosystems around them, LinkedIn and IMDB being great examples. We do not develop games on our own but serve to gather the entirety of esports in one place and make it accessible, unlike any other esports platform out there. We are creating an easy to use environment where gamers can search for and find friends, create clans, track their progress, access a real-time feed, validate their progress through challenges, and create a singular place for their identity as a gamer.

It is virtually impossible to compare DreamTeam in standard terms to any other platform as currently, nothing comes close in terms of offering all of the above features to esports fans. Nevertheless, we have conducted a thorough analysis of possible DreamTeam competitors both from crypto and esports markets.

| | DREAMTEAM | ESPORTS.COM | ELOPLAY | FIRSTBLOOD | UNIKOINGOLD | ENJINCOIN | FACEIT | TEAMFIND | GUILDED.GG |
|---------------------------------------|-----------|-------------|---------|------------|-------------|-----------|--------|----------|------------|
| Blockchain | + | + | + | + | + | + | - | - | - |
| Recruitment | + | + | - | - | - | - | - | + | + |
| Player/team management tools | + | - | - | - | - | - | - | - | + |
| Analytics/coaching tools | + | + | - | + | - | - | - | - | + |
| Sponsorship and advertisement payouts | + | - | - | - | - | - | - | - | - |
| Players transfer module | + | - | - | - | - | - | - | - | - |
| Tournaments prize money payouts | + | - | + | + | - | - | + | - | - |
| Players/team compensation payouts | + | - | - | - | - | - | - | - | - |
| Tournaments promotion | + | - | - | - | - | - | + | - | + |
| League/tournaments organization | - | - | + | + | - | - | + | - | - |
| Betting/gambling | - | - | - | - | + | - | - | - | - |
| In-game items trading | - | - | - | - | - | + | - | - | - |

Token Sale

Every transaction on the DreamTeam platform will require the use of DreamTeam Tokens. The token application is fully supported by the blockchain technology and can be used for payment of all smart contract obligations as well as paid platform features and other features. Their issuance is limited to the DreamTeam Token Sale Phase #1 and #2, with no more Tokens ever being issued. The only way to acquire the tokens at this time is to do so during the sales within a limited timeframe.

| | Token Sale #2 | Token Sale #1 |
|------------------------|---|-------------------------------------|
| Status | Finished | Finished. Hard Cap reached |
| Overall Cap | \$21 000 000 | |
| Minimum Goal | - | \$2 000 000 (including Pre-Sale) |
| Hard Cap | \$15 000 000 | \$6 000 000 (including Pre-Sale) |
| Start | 19 TH of April | 11 TH of December |
| End | 19 TH of May | 14 TH of December |
| Exchange | 1 ETH = 1600 DTT | 1 ETH = 2000 DTT |
| Currency | ETH, BTC | ETH, BTC |
| Bonuses | Day 1-3 – 10%, Day 4-6 – 5%, Day 6-9 – 3% | Day 1 – 10%, Day 2 – 5%, Day 3 – 3% |
| Min Transaction amount | 0,1ETH | 0,1 ETH |
| Max Transaction amount | Unlimited | Unlimited |

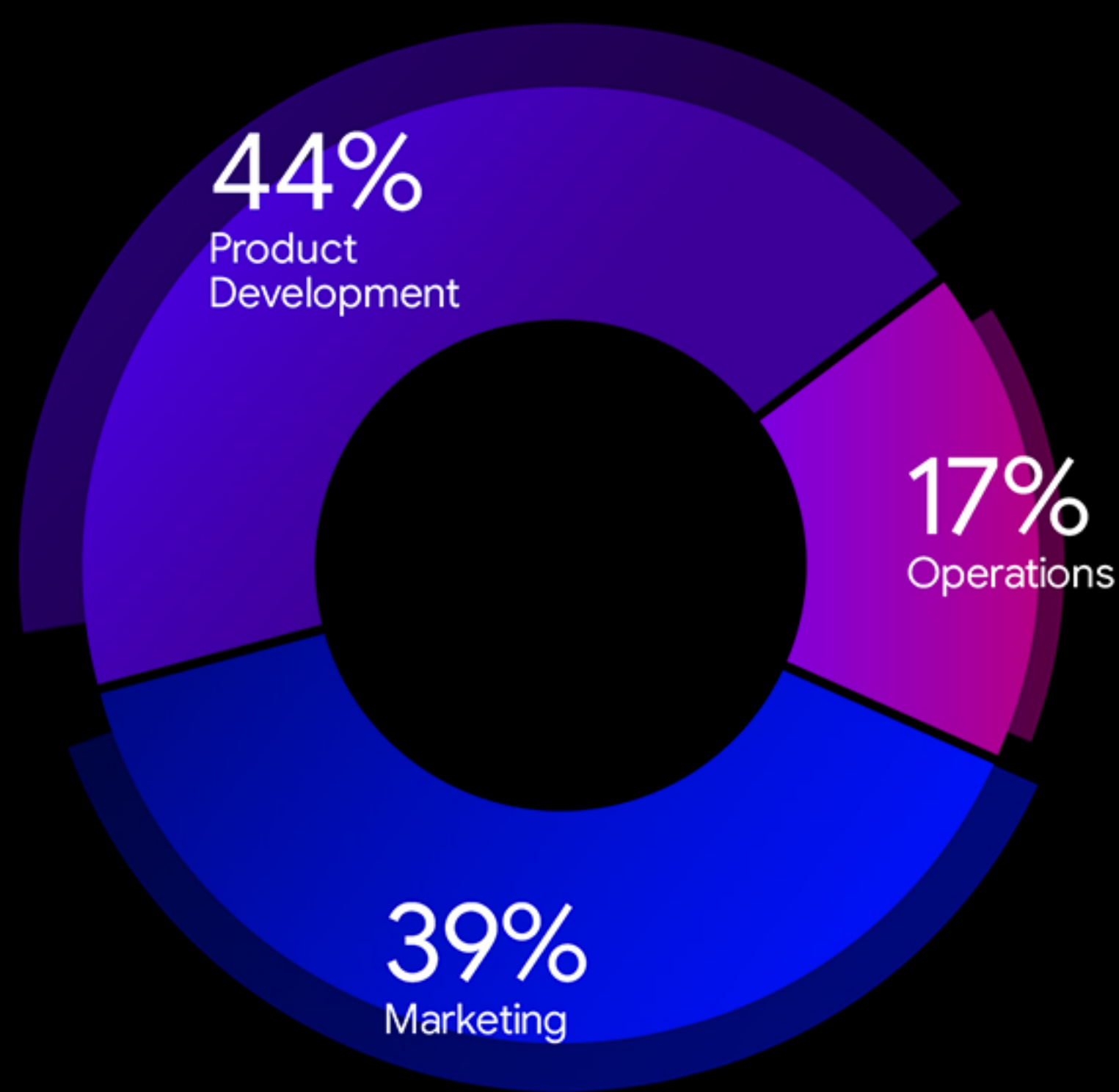
Additional Token Sale information:

- Tokens can be used within the DreamTeam platform, by third-party services and platforms at their own risk and lawful discretion.
- For token sales, DreamTeam token uses Ethereum ERC20 token standard. In 2018 all tokens might be exchanged at a 1:1 ratio for a more convenient platform - Eos/ Tezos/ Waves or our own platform.
- Token issue – within 30 days after the end of the Phase#2 Token Sale with their 37 subsequent placement in users' wallets within the platform.
- Date when DreamTeam Token gets listed on crypto-trading platforms - up to 45 days after Token Sale Phase #2 completion.
- Standard KYC and AML rules will apply. DreamTeam Token issuance is limited to the DreamTeam Token Sale Phase #1 and Token Sale Phase #2.
- DreamTeam will issue the number of tokens corresponding to the amount invested. No more DreamTeam Tokens will be issued thereafter

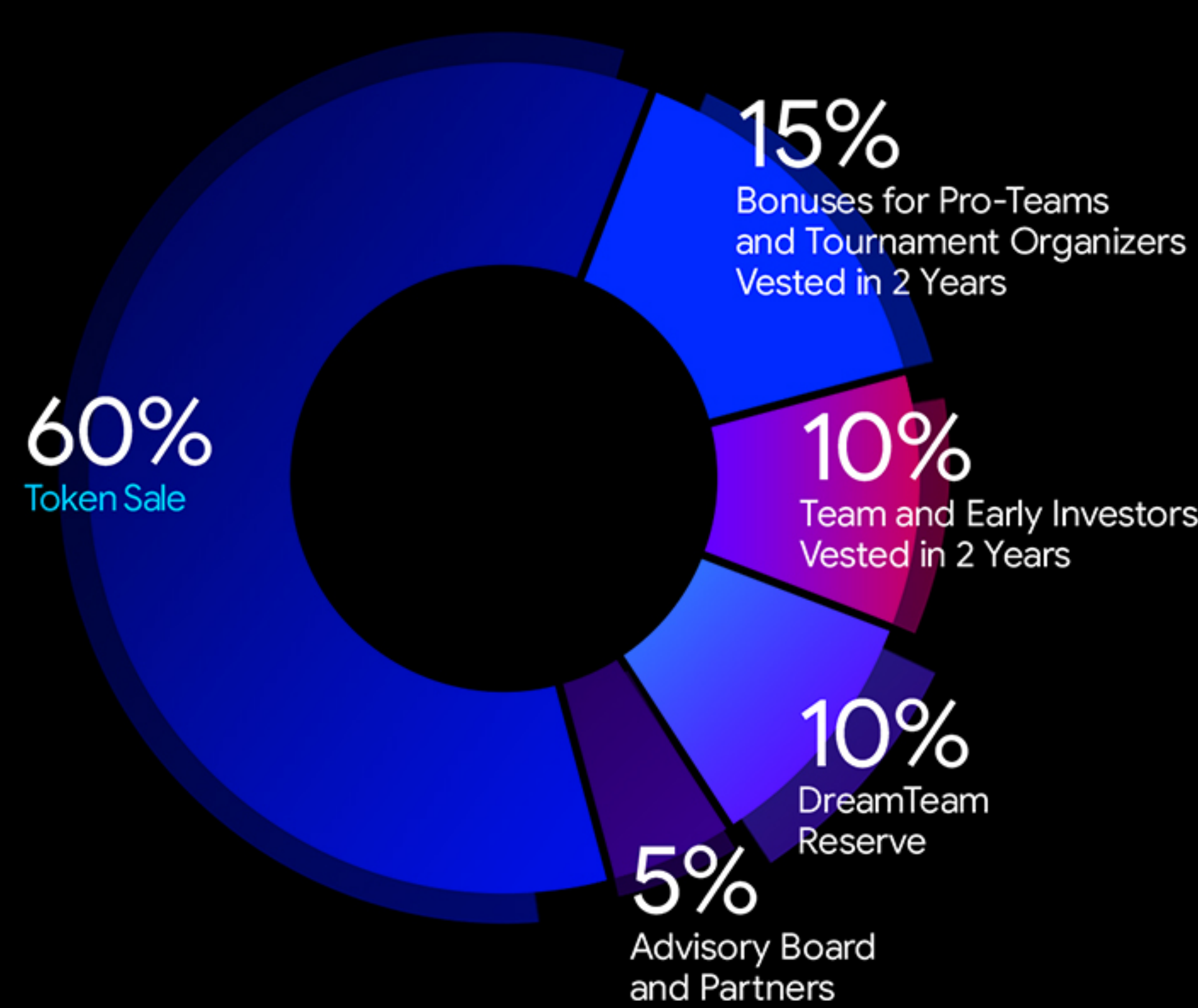
Use of Funds, Token Distribution

The DreamTeam Crew guarantees a transparent and clear-cut use of raised funds that will go towards Product Development (44%), Operations (17%), and Marketing efforts (39%). The same is true for the DreamTeam Tokens distribution that is divided into the Token Sale (60%), Bonuses for Teams and Tournament Organizers (15%), Team and Early Investors (10%), DreamTeam Reserve (10%), and Advisory Board and Partners Compensation (5%).

Use of funds



Token distribution



Team

Our DreamTeam Crew is made up of top esports professionals and developers with extensive experience. The team is constantly growing and evolving to ensure that it can meet the expectations of the esports community and create a unique all-in-one platform for competitive players all over the world. Below you can find an overview of the DreamTeam leadership.



Alexander Kokhanovskyy

CEO & Co-Founder

20 years of experience in the esports industry; created one of the most successful and popular teams in the history of esports – Natus Vincere (Na`Vi); in 2016 became a shareholder of ESForce, the 3rd biggest esports entity, acquired by Mail.Ru for \$100M



Volodymyr 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); founder of DMarket (raised \$19M in ICO)



Alex Tarrand

CPO

Mobile technology growth, marketing, and product leader with monetization/advertising background; MBA from Pepperdine; Worked as Mobile Project Lead for the National Football League (NFL); Sr. Project Manager for Disney; Sr. Project Manager for Microsoft

Advisory Board

As of Q1 2020, DreamTeam has an extensive Advisory Board composed of leading experts in esports and relating industries.



Sundance DiGiovanni

Former CEO & Co Founder of MLG
VP Content and Media of Blizzard



Ralf Reichert

CEO of ESL



Emmanuel Aidoo

Director of Blockchain
and Cryptocurrency strategy



Salim Mitha

Partner at Evolution Media



David Waroquier

Partner at Mangrove Capital



Kim Rom

Chief Gaming Officer of Kinguin



Patrik Sattermon

Chief Gaming Officer of Fnatic



Alexey Kuznetsov

Esports industry leader



Kenneth Hsia

Co-Founder of Badwater Capital



Juwan Lee

CEO of NexChange



Moe Levin

CEO of Keynote



Elie Galam

Chief Investment Officer at Eastmore Group



Denis Dovgopoliy

Founder of GrowthUP Group

Lead Investor

In April 2018, Mangrove Capital Partners became the lead investor of DreamTeam. This is a key investment into esports for Mangrove. For the European fund, this is a big step into the future. Yet this is a huge responsibility for DreamTeam. Mangrove, being one of the largest venture capital companies in Europe, is making its first investment both in equity and in tokens (a hybrid deal).



Mangrove Capital Partners

Venture capital and private equity firm focused on early and expansion stage investment rounds, mid ventures, startups, growth capital investments, buyouts, and emerging growth. Its portfolio companies include: Skype, Wix, Walkme, Freedompop, Lesara, and many others

Partners

In the last months, we've announced several large and well-known partners that, in their essence, are the world's most significant esports entities.



ESL

The world #1 esports company and the biggest tournament organizer



Natus Vincere (NaVi)

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



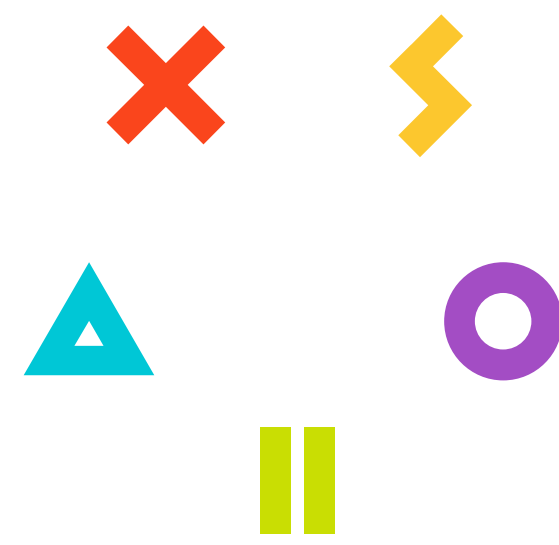
Valve

American video game developer, publisher and digital distribution company



Fnatic

One of the world's best competitive video gaming teams and a global leader in multiple games



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



OVERWOLF
WE GAME

Overwolf

We are a driven team of geeks, gamers and techies, working together to make the games we love even better



Faceit

The ultimate way for esports gamers to compete in tournaments, championships, and leagues



Dmarket

Dmarket

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

Contacts

Check out the DreamTeam platform:

DreamTeam.gg

Learn more about the DreamTeam Token:

Token.DreamTeam.gg

Contact us if you have any questions:

Support@DreamTeam.gg

Sources

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- Third-party projects’ whitepapers and presentations’ analytics