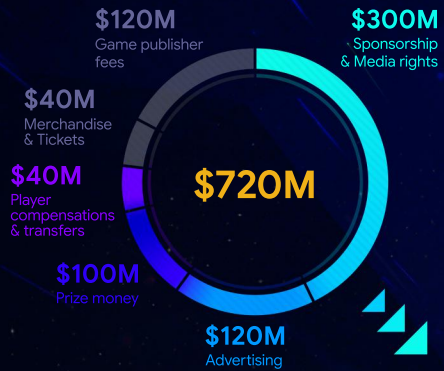




Infrastructure Platform and Payment Gateway for Esports and Gaming

Esports Market Revenue Structure



Since the beginning of mankind, we have been living in endless competition. It's always about being faster, better, stronger. And today it's about becoming #1 on a gaming server! Already a part of nearly every household, gaming is the largest entertainment market on the planet and, naturally, led to the rise of the concept of esports — that is playing competitive games professionally. Esports audience numbers are expected to reach 1Bn in just 5 years, putting esports a step away from becoming the #1 sport of the future. And it's up to us to make that happen! But how can we do it? As an all-in-one platform, DreamTeam will securely connect all gamers, teams, sponsors, advertisers, and tournaments; enabling mutual economic transactions within one global esports ecosystem and thus unlocking a \$50Bn economy in a matter of years.

Traction

- \$6M** raised on token sale phase #1
- Beta** is live
- 250k** users in 3 months
- 36%** average weekly growth rate

DreamTeam Potential Market

\$50Bn



Problem



Insecurity and Fraud

The current esports market is insecure. Even top-tier teams face fraud and non-payment of prize money. The same goes for sponsors and advertisers that face non-delivery. Even more so for amateur teams and small and medium-sized sponsors and advertisers.



Market Fragmentation

The esports market doesn't have a single point of entry for advertising, making sponsorship deals, transferring players, etc. There is simply no all-in-one database



Limited Universe

Very limited market knowledge and expertise due to the small number of insiders and very few business tools. Hundreds of millions of gamers are struggling, due to the lack of management, recruitment, coaching, media, sales, and marketing instruments.

Solution



Secured Payment Gateway

DreamTeam acts as a secure transactional point for esports, just like PayPal. It encompasses prize-money payouts, player salaries and transfers, sponsorship and advertising deals or media rights sales — all enabled by the security of payment via smart contracts.



All-in-One Network

DreamTeam connects all of the market players under one roof and acts 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).



Esports for Everyone

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.

Team



Alexander Kokhanovsky
CEO & Co-Founder

17 years of experience in the esports industry; created one of the most popular teams in esports history — Natus Vincere (NaVi); shareholder of ESForce, the 3rd biggest esports entity funded by USM Holdings



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)



Mustafa Seyrek
CTO

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

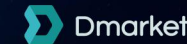


Andriy Khavryuchenko
Blockchain Architect

26 years of experience in software development; Dash crypto developer



ESFORCE



SKINS CASH



DASH

Invest in the #1 sport of the future Token.DreamTeam.gg