

ESZPLAY PLATFORM

& ESZCOIN WHITEPAPER



MAY 15, 2018

VERSION 4.0

| DISCLAIMER



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

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

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

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INTRODUCTION TO ESPOrts



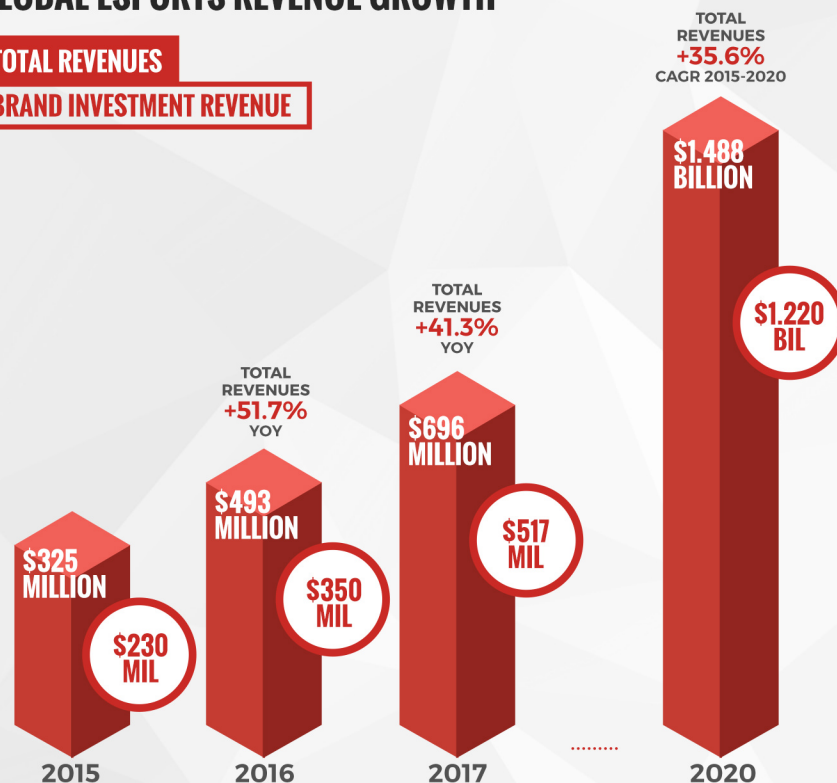
Skill-based competitive gaming, also known as eSports, is one of the fastest growing sectors of the video-games industry. Amateur and professional gamers compete predominantly online across numerous websites that provide tournaments for a range of popular competitive titles. Examples of such games include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

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

GLOBAL ESPOrts REVENUE GROWTH*

TOTAL REVENUES

BRAND INVESTMENT REVENUE



ESPORTS AUDIENCE EXPLOSION

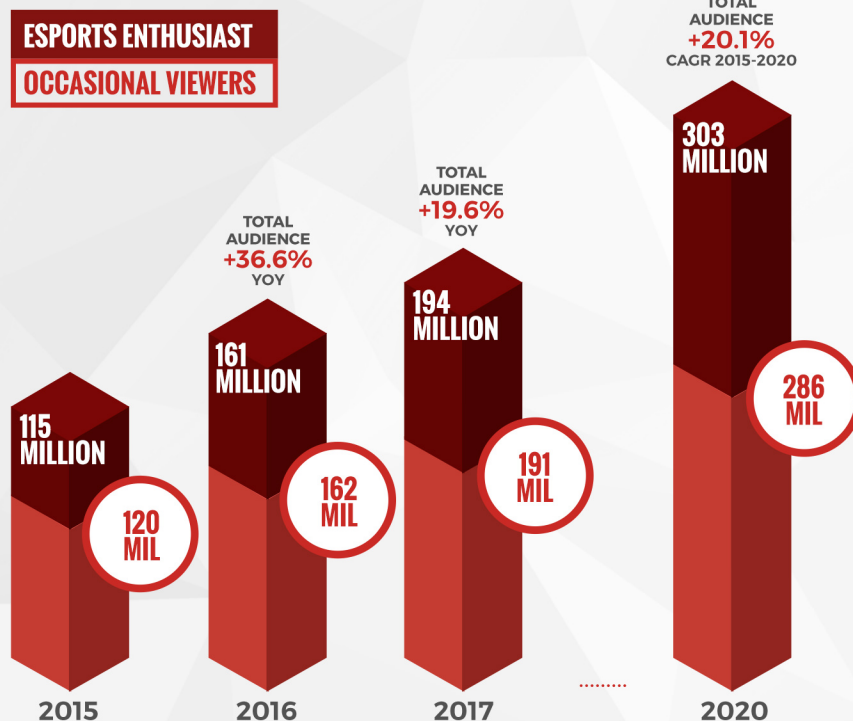


More people are already watching eSports than are watching the NBA Finals and the MLB World Series. The League of Legends Season 3 World Championship, which was staged in the sold-out Staples Center in Los Angeles last October, and had 32 million viewers worldwide. Compare that to the 24.4 million viewers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

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

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

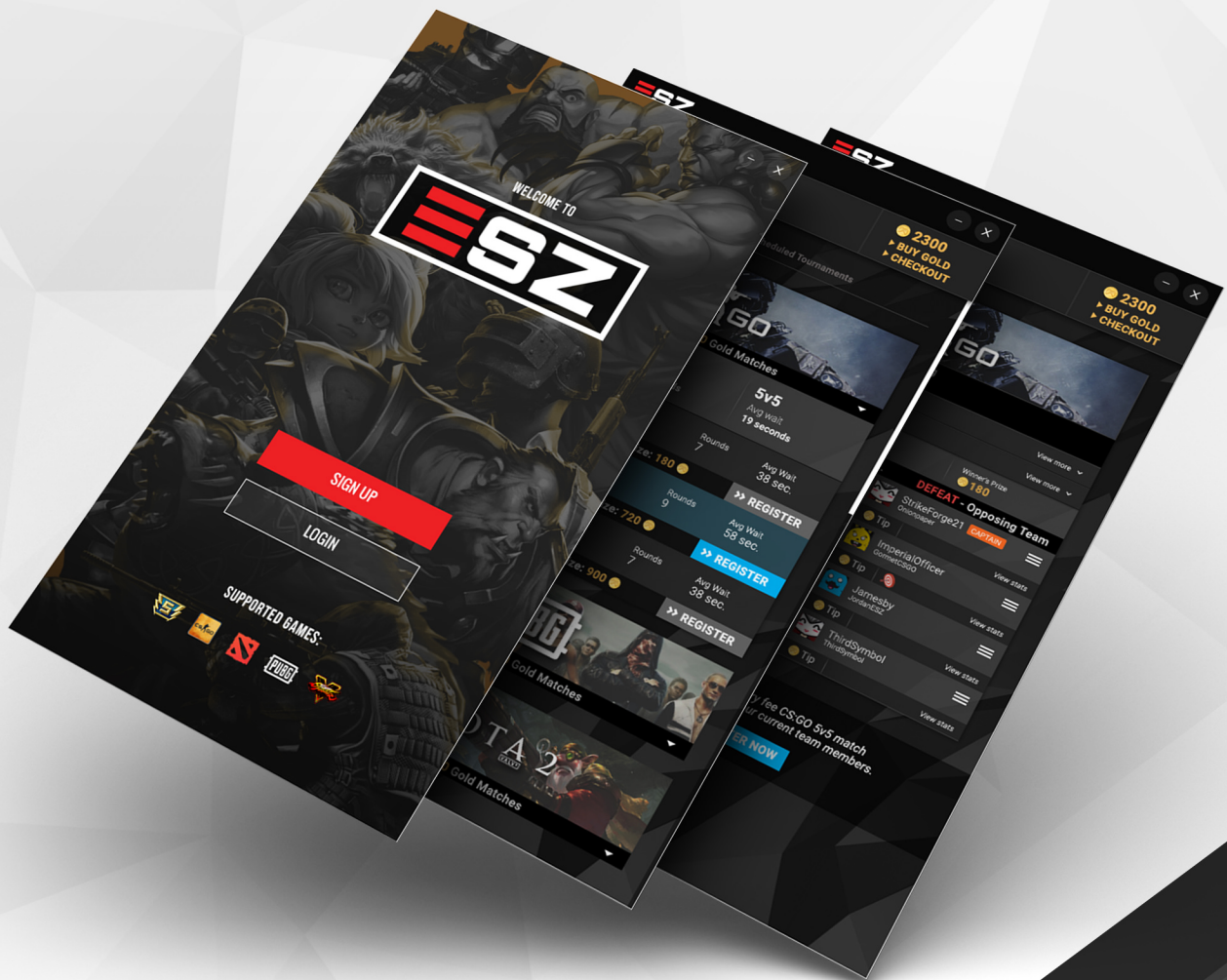
ESPORTS AUDIENCE GROWTH



ESZPLAY PLATFORM OVERVIEW



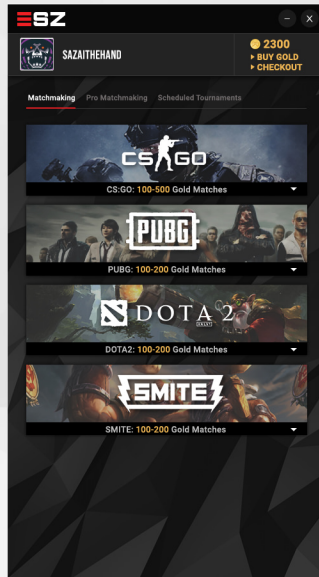
EtherSportz is creating the ESZPlay platform, which is being developed as an eSports matchmaking and tournament platform for popular online games. Our platform will allow players to compete in challenges, head to head matches and tournaments by paying a small entry fee to win rewards. The top tournament winner(s) will receive 90% of the prize pool generated by the entry fees. The remaining 10% of the entry fees will go to support the ESZPlay platform and to buyback ESZCoins from token holders at a premium.



HOW ESZPLAY WORKS

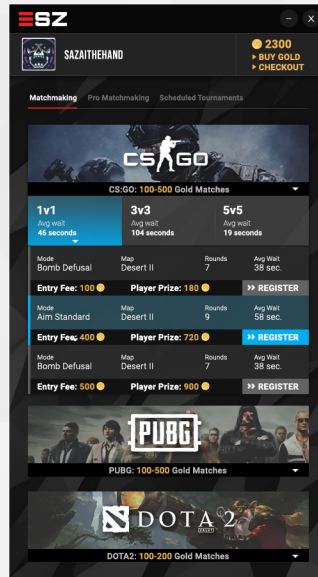


ESZPlay allows users to connect to some of the most popular online titles, where they can easily play the games they're already familiar with, either alone or on teams with their friends, to win money in our instant matchmaking games or scheduled tournaments.



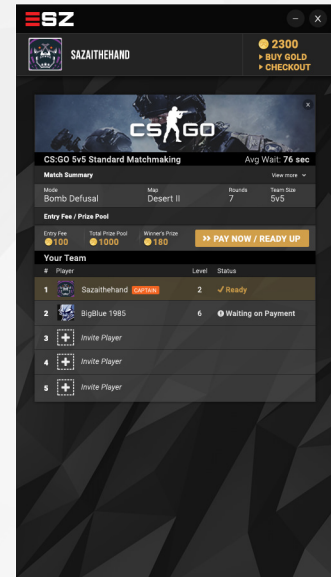
1. CHOOSE GAME

Players will choose one of their favorite supported online PC games.



2. SELECT MATCHMAKING CONFIGURATION

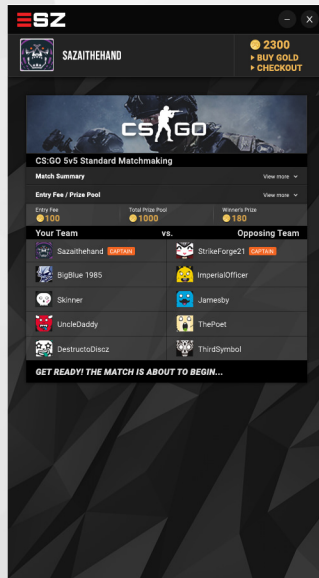
Players will select a game type, from head-to-head to team games, and then they'll choose an entry fee.



3. PAY AND ASSEMBLE TEAM

For team games, players can invite their friends to join up, and then each player will pay their entry fee.

HOW ETHERSPORTZ WORKS



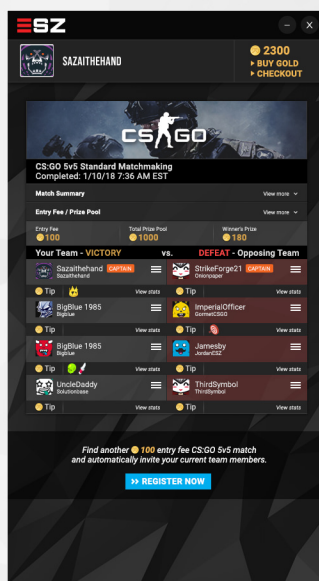
4. MATCHMAKING

Once all players are readied up, they'll be matched with another player or team to compete against.



5. PLAY GAME

The platform will then initiate a match where the players will duke it out for victory!



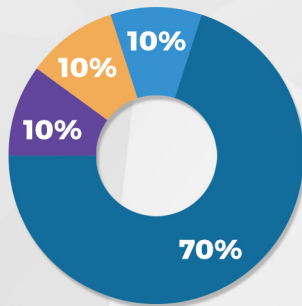
6. RECEIVE PRIZE POOL REWARD

The winning player or teams will then receive their prize pool rewards! Players will be given the option to automatically continue with their current teams to find another match, or they can disband and cash out.

WHAT IS ESZCOIN?



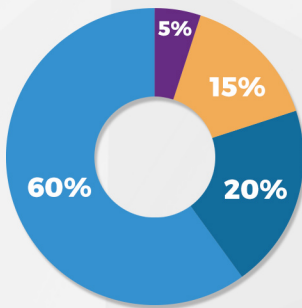
ESZCoin is an ERC20 token on the Ethereum blockchain. Only 10 million ESZCoin were minted and the majority were sold during Q1 2018 to fund the development of the ESZPlay platform. 50% of profits generated from the ESZPlay platform will go to repurchase and “burn” (remove from circulation) ESZCoins from token holders at a market price premium. These buybacks will occur monthly, and will begin shortly after official product launch.



TOKEN ALLOCATION

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

TOTAL SUPPLY: 10,000,000 ESZ



FUNDING BUDGET ALLOCATION

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

| ESZ ROADMAP



Q1 2017

Concept designs produced and market research begins.

Q2 2017

Company formation and whitepaper creation.

Q3 2017

ESZCoin ERC-20 Token designed and advisory board formation.

Q4 2017

Regulation S private placement token sale is selected for funding method. Partnership with Token of Trust to facilitate KYC and AML processing.

Q1 2018

ESZCoin private token sale for international investors begins. ESZPlay platform beta development begins.

Q2 2018

ESZPlay closed beta begins and ESZCoin exchange listings.

Q3 2018

ESZPlay open beta begins and partnership announcements.

Q4 2018

ESZPlay 1.0 public platform launch and inaugural celebration tournament!

MEET THE TEAM



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



JOSH LAMONT - FOUNDER & SOLUTION DESIGNER
Josh has been involved in the design and development field for over 15 years. He's done work for clients like the Department of Defense, YMCA, and Discovery, in addition to developing a major education platform and being instrumental in several large national marketing campaigns.



BRILEY HOOPER - SENIOR LEAD DEVELOPER
Briley brings 15+ years of full-stack development experience to EtherSportz. His deep knowledge of programming from backend database to frontend UI – combined with his passion for exploring new technologies ensures that we will deliver the best possible platform.



ALEX TROTTIER - SMART CONTRACT SOLIDITY DEVELOPER
Alex is a Jr. Developer for ETHLend and is currently living in Vancouver, Canada. He is passionate about all things tech, but his main interest lies within Linux, Blockchain Technology, and Cryptocurrencies. Alex believes that blockchain technology is highly undervalued, and has great potential in the financial sector.

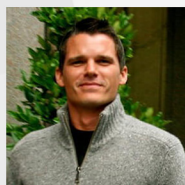


CHARLES PERSSON - SERVER ENGINEER
Charles currently works at Amazon.com as a Amazon Web Service (AWS) Data Technician. He has extensive experience troubleshooting server network, hardware and software problems. Additionally, he maintains hardware and software inventory and maintenance logs at the Ashburn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



TAYLOR JORGENSEN - PLATFORM EVANGELIST
Taylor has deep roots in customer-facing roles developing rich customer relationships and producing insightful and actionable analytics to maximize stakeholder value. With nearly a decade of experience, he's consulted for international clients such as Tata Consultancy Services, KPMG, and Expeditors International.

ADVISORY BOARD



TRAVIS REEDER - TECHNICAL ADVISOR

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



MAX OLTERSODORF - STRATEGIC ADVISOR

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



REUBEN GODFREY - BLOCKCHAIN ADVISOR

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



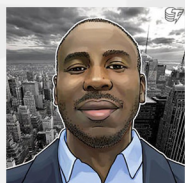
TOBIAS RATSCHILLER - ICO ADVISOR

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



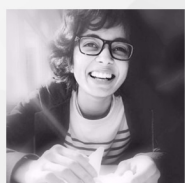
SAM BUXTON - STRATEGIC ADVISOR

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



IYKE ARU - BLOCKCHAIN ADVISOR

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



NIKITA GOHIL - COMMUNITY ADVISOR

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