



## Global Cryptocurrency for the eSports Community

*Executive Summary – English – 2.2*

*eSports is a big market – a global business, generating hundreds of millions of dollars every year. Even though the participation in eSports and its income are rising quickly, very few well known professional players are well paid. Most players receive little or nothing for their achievements and their commitment. The eByte project uses its own Blockchain technology, to establish the first international payment and contract system for the eSports community. Our goal is to ensure that all participants and service providers can be rewarded for their services in a safe and simple way. The digital sports will get way closer to real world sports thanks to the eByte cryptocurrency and its decentralized eSports platform.*

### ESPORTS MARKET POTENTIAL

The popularity of digital sports is increasing quickly. According to Newzoo, a market research company specialized in digital games, eSports had 120 million regular viewers and 115 million occasional viewers worldwide in 2015. Until 2020, the digital sports audience is said to rise to 286 million regular and 303 million occasional viewers.

As eSports fans become increasingly enthusiastic, the revenue generated by games through sponsorship and the sale of tickets, merchandize, ads and media rights will grow. The revenue of eSports grew 51.7% from \$325 million to \$493 million from 2015 to 2016, and is expected to reach nearly \$700 million in 2017. According to current forecasts, the total eSports revenue will more than double over the next few years to nearly \$1.5 billion by 2020.

### BLOCKCHAIN TECHNOLOGY AND CRYPTOCURRENCY

Cryptocurrencies quickly became a multi-billion dollar alternative compensation system, traded globally. Our eByte cryptocurrency uses its own blockchain technology - distributed accounts with cryptographic security - that simplifies transactions while providing transparency and an autonomous management. Blockchains reduce the need for intermediaries and a centralized authority, as each participant has a copy of the stored data in a secure, shared database and all changes are updated simultaneously over the network, creating accurate and unchangeable data.

### EBYTE VISION

The main objective of the eByte project is to create an internationally recognized and widely used eSports compensation system, to ensure the participating leagues, teams and players can be adequately compensated for their commitment and achievements, while the decentralized character of digital sports is being maintained.

To achieve this goal, we are creating an online marketplace through a variety of platforms and portals, including a system of smart contracts, where service providers can exchange their services for eBytes, as well as an idea portal, where enthusiastic developers receive support from the eSports community, to run the project onto the eByte blockchain.

We also plan on developing game platforms, including competitive leaderboard systems, mini-game sites, and a variety of mobile apps and games. Players, teams and enthusiasts don't have to use our portals for eByte trading. eByte trading will be available on many popular crypto exchanges once our coin is released.

## EBYTE FEATURES

The eByte cryptocurrency is an innovative compensation system for the eSports community: modern, efficient and easy to use. Users can create an account on their PC or smartphone to access the eByte wallet, send and receive eBytes, and perform mining operations. By simply mining, every user contributes to the security of the network and the decentralized creation of new eBytes and can generate revenue for the league, the team or themselves. The eByte mining process, designed specifically for eSports, requires less GPU capacity than most crypto-mining systems.

Key features of the eByte cryptocurrency are:

- **Quick transactions** - The eByte cryptocurrency, working based on its own blockchain, has a quicker confirmation time than Bitcoin, Ethereum and many other coins. This enables transactions to be confirmed in under a minute.
- **Worldwide payments** – Users can transfer eBytes anytime and from anywhere.
- **Security** – We protect your eByte transactions in different ways. Our expert encryption and blockchain technology guarantee secure coin transactions.
- **GPU efficiency** - eByte is GPU efficient. The eByte mining process has been developed to protect and ease the hardware in contrast to many other mining activities.
- **Decentralized** - Considering the decentralized nature of digital sports, eByte doesn't have a central authority and is not being controlled or managed by individual persons.
- **eByte mining** – Every eByte miner is important for the network. Every eSports enthusiast can create a wallet, mine eByte and strengthen the network.

## EBYTE AND CONTRACTS (SMART CONTRACTS)

Even though eByte will be available to everyone, intelligent contracts will be a cornerstone of the eByte project. The integration of contracts as smart contracts into the eByte cryptocurrency system will allow secure, autonomous and precise agreements between contractors through blockchain, allowing users to realize all types of contracts in a secure and trustworthy manner.

The official eByte wallet will include predefined smart contracts that users can easily select and fill out. Generic APIs (Application Programming Interfaces) allow the use of smart contracts on different platforms. Using these APIs, contractors can integrate platform data such as league statistics or viewer counts into smart contracts as contract terms. The initial eByte development will implement several standardized contract types, including:

- **Player contracts** – Contracts between a player and a team, determining the responsibilities of both parties.
- **Transfer agreements** – Contracts between teams regarding player transfers.
- **League contracts** – Contracts between the league and participating teams or players.
- **Award contracts** – Contracts regarding the distribution of premiums to teams or players.
- **Sponsoring agreements** – Contracts between leagues, teams, players, and their sponsors, investors, or advertisement partners.
- **Founding treaties** – An agreement, that establishes a league or a team on the blockchain.

## PLATFORMS AND PORTALS

In addition to intelligent contracts, we will develop, deploy and operate high-performance platforms and portals for a large number of users, helping to establish the eByte compensation system, promote eSports in the long term, and enable sustainable cash flow and a lively share price performance. Our planned eByte platforms and portals include:

- eSports Betting Portal** Fans can bet on their favorite players or teams and earn prizes as they view streamed games and follow the latest eSports news. League managers or teams can earn revenue by purchasing shares on a percentage basis of bets made in their streams or of game results.
- Idea Portal** Enthusiastic developers can use this portal to describe a project that adds value to the digital sports scene as well as receive support from members of the eSports community, to run the project onto the eByte blockchain.
- Market place** Coder, Graphic Designer, Streamer, Copywriter and other service providers can use our web portal and smart contracts to market their skills to teams, league leaders and tournament organizers, receive payments in eByte and build their reputation in eSports.
- Team market** Leagues and teams can use this online market to buy, sell, or trade team tokens and win investors for their projects.
- Gaming Portal** In the gaming portal, you can play with or without bets, make secure deposits and withdrawals without limits, work your way up our competitive game rankings and receive additional bonuses for successfully participating in all kinds of games. Furthermore you will be able to play all kinds of manager- and mini games in the browser or as a smartphone app and lead your club to the championship.
- The Clubhouse** The Clubhouse provides a free platform for the public image of your team or club, where you can visualize and organize your club, publish game dates and announcements, share information about other club activities, receive tradable collectables and adapt and professionalize your own club in different ways.

## EBYTE MANAGEMENT

**Daniel Tewes**



CEO & founder, project management, external communication

19+ years of experience as Entrepreneur with main focus on Project Management. Providing executive management and business operations expertise. He's a blockchain enthusiast and a passionate gamer leading his own eSports club.

**Thomas Braum**



CEO & founder, project management, external communication

Experience in gaming since the Atari area. Leading an eSports team. Entrepreneur with main experience in Sales Management. Solid working knowledge of budgeting, business development and strategic planning. True blockchain addict.

**Tim Lindlar**



CIO & co-founder, project management, software development

10+ years of activity in the eSports industry. Bachelor's degree in Computer Science with main focus on Parallel Computing and Risk Management. Several years of experience in Software Engineering, Web Development and Online Marketing.

All members of our team can be found on our eByte community homepage [ebyte.cash](http://ebyte.cash).

## EBYTE PARTNERS, SUPPORTERS AND ADVISORS

Along with service providers of all kinds, our eSports community includes leagues, teams and players - well over 45,000 people in total - and this number is growing rapidly. For a full list of leagues, teams, players and service providers, visit our eByte community homepage [ebyte.cash](http://ebyte.cash). Our advisors actively work with our team to optimize the technologies used, token economics and the operation of our project.

**Draglet – eByte Technical Advisor**



Draglet is a blockchain service provider with many years of experience, whose origins go back to the beginning of Bitcoin and Ethereum technology. The company provides its know-how worldwide.

[Visit the advisor website](#)

**Playmassive – eByte Gaming Advisor**



Playmassive GmbH runs some of the biggest YouTube channels in Germany and is well known for supporting projects and brands with their expertise. The team is in love with new ideas.

[Visit the advisor website](#)

**A. Hellinger – eByte Legal Advisor**



CRYPTO LEGAL is the German place to go for legal and tax related questions on cryptocurrencies, smart contracts, DAOs, bitcoins or blockchain.

[Visit the advisor website](#)

## THE FUTURE OF ESPORTS

As the popularity of digital sports is growing among players and viewers - through stadium-filling matches, live on cable TV - eSports attracts the attention and support of big brands and real sports organizations.

Companies like Visa, Coca-Cola and Red Bull have a strong commitment to eSports, and partnerships between traditional sports franchising and eSports franchising are becoming more and more regular. In the United States, teams like the Philadelphia 76ers and Miami Heat invest in eSports, and European soccer teams like Paris Saint-Germain (France) and Manchester City (UK) have taken players under contract for their representation. And in April 2017, the Asian Olympic Council announced that eSports will be an official medal sport at the 2022 Asian Games in Hangzhou, China. Although eSports still is a worldwide recreational phenomenon, its well on its way to becoming a multi-billion dollar industry.

## PARTICIPATE NOW

If there are any questions regarding the Token Event, please contact us personally at [tokens@ebyte.sale](mailto:tokens@ebyte.sale) or visit our website [ebyte.sale](http://ebyte.sale) for more information about the project. Be a part of the international eSports compensation system of the future!



Due to legal and regulatory in the United States of America, citizens, residents and/or green card holders of and persons residing in the **United States of America are prohibited** from making contributions to the eByte foundation and participating in the Token Sale.

*Our project is subject to permanent development. Please understand that due to the early phase and intensive development, changes to the schedule, the project structure, the scope of the project or other updates may be made at any time in order to ensure the best possible development. This document is not the final version and just a draft, and provided "as is". This document is solely for informational purposes, and does not constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. All information contained in this and other documents is subject to change by eByte Projekt Braum und Tewes GbR without prior notice.*