

# Esportplayer

## **Next generation esport crypto platform**

Esportplayer is a new platform combining esports and cryptocurrency, aiming to change how fans interact with esports content. The platform offers unique features like watch-to-earn, live challenges, and daily quests, allowing users to earn crypto while enjoying their favorite esports content. The platform will also have all the information esports fans need, such as schedules, tournament information, news and more.

[esportplayer.tv](https://esportplayer.tv)

# The Esportplayer Vision

The esports viewer experience has not changed much in the last decade, with most fans still watching through platforms like Twitch and YouTube. Esportplayer aims to address this by creating a dedicated esports platform with innovative live visualizations of in-game action and unique features, providing a more engaging and interactive experience for viewers.

With over 500 million esports viewers worldwide, the potential market is huge. The platform aims to provide all the necessary information for users to stay updated with esports schedules and news, while also offering new solutions to improve the existing challenges in the industry.

At the core of Esportplayer's ecosystem is the ERC20 token, \$ESPORT, which enables users to earn rewards through various activities on the platform. The \$ESPORT token can be earned through various mechanisms, and can be used to purchase services or products on the platform.





# The Esport Market

## Esports Market Growth

The global esports market has seen tremendous growth over the past 10 years:

- In 2012, the esports market was valued at just \$130 million.
- By 2022, the market had grown to over \$1 billion in revenue.
- Experts predict the market will continue to grow, reaching \$1.8 billion by 2026.

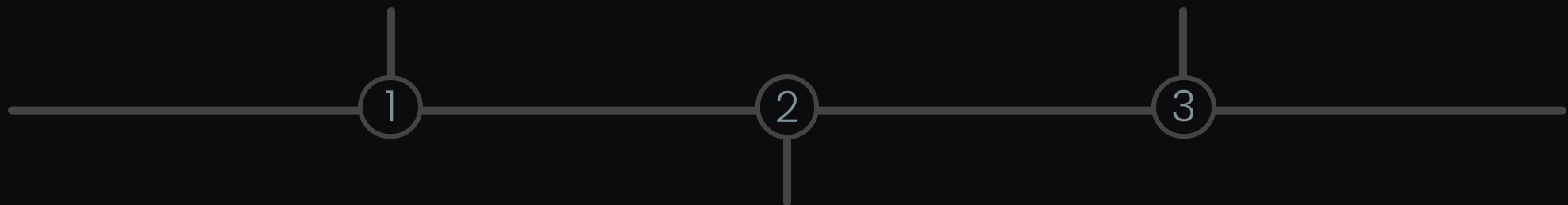
## Key Drivers of Growth

Rising Popularity of Competitive Gaming

Increased Sponsorship and Investment

Advancements in Streaming Technology

Growing Global Audience



## Esports Viewership Growth

The number of esports viewers has grown from 204 million in 2014 to an expected 640 million by 2025.



# Crypto and Esport

The bond between cryptocurrency and eSports isn't just a passing trend—it's a game-changer. With faster payments, transparent transactions, and fresh ways to earn and engage, crypto is redefining how the eSports world operates. As these two industries keep growing, their partnership is paving the way for exciting new opportunities for players, teams, and fans everywhere.

Players and teams often receive prize money in crypto, allowing for faster and more cost-effective cross-border transactions. Fan tokens and in-game assets also create unique ways to raise capital and engage with audiences. Additionally, cryptocurrency is making its mark in eSports betting, offering a secure, decentralized alternative for placing wagers, further integrating blockchain technology into the competitive gaming ecosystem.

While Bitcoin and Ethereum are widely used today, our vision is to establish \$ESPORT as the go-to cryptocurrency for the eSports world. We aim to enhance tournaments by contributing tokens as prize money, form partnerships with eSports betting platforms to accept \$ESPORT as payment, and position it as the core currency across all divisions. Additionally, players can earn \$ESPORT through the EsportPlayer platform, making it the main currency in the eSports ecosystem.

Read more here: <https://siege.gg/news/how-cryptocurrency-is-revolutionizing-esports-transactions>



# The \$ESPORT Token

The \$ESPORT token is an ERC20 token, and will be central to the platform's functionality. With a total supply of 1 billion tokens, it features a 5% fee on every transaction at launch. This fee is distributed as follows:

- 1 Development**  
2% of the transaction fees goes towards ongoing platform development and improvements.
- 2 Liquidity**  
1% is allocated to maintain liquidity.
- 3 Marketing**  
1% supports marketing efforts to grow the Esportplayer community.
- 4 Revenue Share**  
1% contributes to the platform's revenue sharing mechanism, rewarding active users.

*Note: The fee distribution will change over time, with a decrease in the development allocation and more going to the other three categories. The fee is also editable (but can never go higher than 5%), so in time the fee will be completely removed.*



# Token Distribution

The \$ESPORT token distribution is strategically planned to ensure the platform's growth and sustainability:

- 80% to liquidity
- 5% to development
- 5% to private sale
- 5% to CEX listings
- 3% to marketing
- 2% to initial revenue share

This balanced distribution aims to support the platform's development while also rewarding early adopters and ensuring sufficient liquidity for smooth operations.



# Revenue Sharing Model

Esportplayer implements a unique revenue sharing model to ensure a sustainable ecosystem. The daily allocation of \$ESPORT tokens available for earning is calculated based on the platform's revenue. This revenue is generated from various sources including transfer fees, advertisements, affiliate agreements, and purchases from the platform's store.

This model is designed to maintain stability even during periods of low crypto market activity, ensuring that the revenue shared remains less volatile compared to traditional crypto projects.



# Revenue Sharing Model – Technical

Every month, 10% of Esportplayers revenue will be shared with our users. This will be done through buybacks of the \$ESPORT token, and the amount of \$ESPORT tokens bought will be divided over  $n$  number of days in the month.

For a given day the distribution of \$ESPORT tokens will be:

Watch-to-Earn

30%

Daily Quests

30%

Live Challenges

20%

Milestones

20%

At 12pm CEST daily, our algorithm calculates the users eligible to receive a share of revenue based on their activities. More active users receive a larger portion compared to less active ones.

As revenue for a given day is fixed for each day in a given month, identifying days with fewer active users means you can maximize your earnings.





# Earning Mechanisms

- 1 Watch-to-Earn**  
Users earn \$ESPORT tokens based on the minutes they spend watching esports content on the platform.
- 2 Challenges**  
Participants in the top 10 rankings of match challenges earn tokens based on their position.
- 3 Daily Quests**  
Users can complete daily tasks to earn \$ESPORT tokens, with quests changing each day.
- 4 Milestones**  
Reaching specific platform milestones rewards users with \$ESPORT tokens, encouraging long-term engagement.



# Watch to earn

In the Esportplayer platform, users can earn \$ESPORT tokens by watching esports content. We track the number of hours each user spends watching live streams, and the more you watch, the more \$ESPORT tokens you can earn. Our system automatically tracks your viewing time and rewards you accordingly.

For every hour watched, users will earn a certain amount of \$ESPORT tokens, which they can then use to participate in challenges, purchase items in the marketplace, or hold as an investment.

# Live challenges

Esportplayer introduces a unique "Challenges" feature, revolutionizing the esports viewing experience. Users can opt to join a challenge during a match, answering real-time questions about the game's progress. For example, in a Counter Strike match, questions might include "Who will win the round?" or "Which team will get the first kill?"

A live scoreboard shows users their position throughout the match. At the end of each challenge, the top 10 of participants earn \$ESPORT tokens, with the 1st place winner earning the most and the rewards decreasing for lower placements.

You can look at live challenges as a mix between live betting and kahoot, except you can't lose money.





# Milestones

Esportplayer users can earn \$ESPORT tokens by reaching various engagement milestones on the platform:

## Watch 100 Hours

Earn \$ESPORT tokens for watching a total of 100 hours of esports content.

1

2

## Post 25 Forum Comments

Earn \$ESPORT tokens for contributing 25 posts to the Esportplayer community forum.

3

## Participate in 50 Challenges

Earn \$ESPORT tokens for joining 50 real-time challenges during esports matches.

*Note: These numbers are used as an example.*



# Daily Quests

## 1 Earn \$ESPORT Tokens

Complete daily quests to earn the \$ESPORT token, the official currency of the Esportplayer platform.

## 2 Changing Challenges

The daily quests will change every day, challenging users to engage with the platform in different ways.

## 3 Variety of Tasks

Quests can include watching esports for a set time, posting on the community forum, participating in platform challenges and more.



# Spending Opportunities

The Esportplayer platform offers various ways for users to spend their earned \$ESPORT tokens:

## In-Platform Store

Users can purchase skins, merchandise, and gaming equipment using \$ESPORT tokens in the platform's integrated store.

## Betting

The \$ESPORT token can be used for betting on esports matches, adding another layer of excitement to the viewing experience.

## Partner Services

Esportplayer is working to establish partnerships with various esports companies, allowing users to spend \$ESPORT tokens on external services and products.



# Q4 2024 Roadmap

## Account Functionality

Create user accounts with customizable content and profiles.

1

2

## Esport and Crypto Forum

Launch dedicated forums for users to discuss esports and cryptocurrency topics related to the platform.

3

## Platform Enhancements

Continue improving the core platform features and user experience.



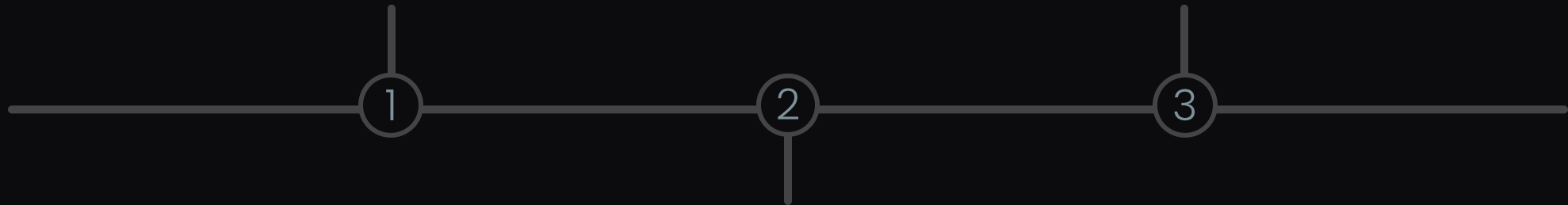
# Q1 2025 Roadmap

## Watch to Earn

Launch the watch to earn mechanism, allowing users to earn \$ESPORT tokens by watching esports content.

## Milestones

Launch the milestones mechanism, rewarding users when they reach certain milestones.



## Daily Quests

Introduce daily quests that provide additional opportunities for users to earn \$ESPORT tokens through various platform activities.





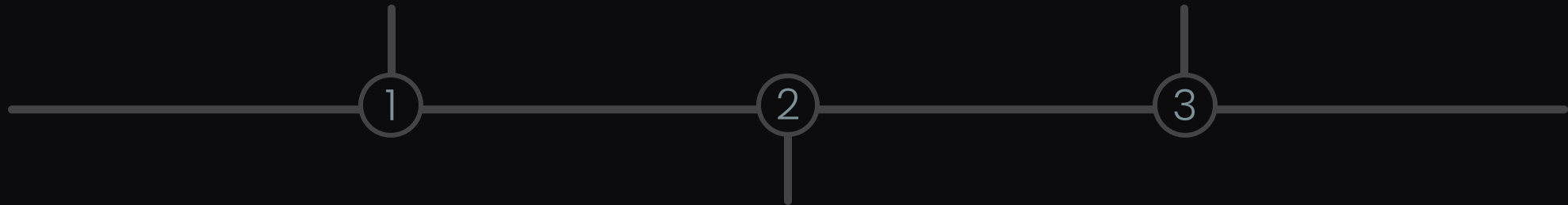
# Q2 2025 Roadmap

## Live challenges

Launch the Challenges mechanism, allowing users to participate in live challenges while watching esports matches to earn the \$ESPORT token.

## Real-Time Data

Integrate real-time data visualizations to provide users with live insights on esports matches, teams, and player performance.



## Leaderboard Rewards

Implement a dynamic leaderboard system that rewards top users for their activity and performance on the platform.



# Core Team



Remi Rønning

Founder and CEO

[LinkedIn](#)



Morten Breilid

Co-Founder and CTO

[LinkedIn](#)



Magnus Harsem

Frontend lead

[LinkedIn](#)

The core team have over 20 years combined experience with developing software.

Esportplayer is a registered company in Norway, based in Fredrikstad.