

Crypto eSports League (CSL) Whitepaper

INTRO - TENTATIVE BUSINESS PLAN

Crypto Sports League is an eSports league primarily focused on Counter Strike: Global Offensive. The league's primary currency will be Bitcoin. It hosts tournaments with teams of five players each. **Team and Free Agent (Individual) Registration is free in the Crypto Sports League. Tournaments will charge each user more or less \$10 for as an entrance fee.** Money also comes in from investors. The money will be divided 30% for staff and 70% for other expenses. Those expenses include the winning pot for the tournament, website expenses, as well as other expenses. Our team works on organizing the tournament, creating a website to host all the information and allow teams to register for the tournament, making a plugin for the game to track who wins a game, marketing the league to viewers and players, and finding investors. We plan to show the tournament on Twitch.tv and put the footage on Youtube. Our twitter and facebook will allow fans to get up-to-date information on the tournament and interact with the staff.

Investment Opportunity

Right now, the CSL is looking for Seed Funding and have reached out to private startup incubators. You may also help out in our seed funding round by emailing jenerestain@gmail.com

<https://www.coinprism.info/asset/AXriWkKxJB8MFRkxMfyDdW1kxXMs5sp2ko/owners>

CSL.SHARE TOTAL 100,000

1000 CSL.SHARE is equal to 1% of the CSL. Holders with less than 10,000 do not have voting rights. We're selling 20,000 shares to the public and the rest to private investors.

0.01 BTC ~2.6\$ / CSL.SHARE

Organization Info

Organization Name: Crypto eSports League Development Team

Bitcoin-Powered eSport League Startup

Twitter: [@CryptoSL](#)

DEVELOPMENT TEAM:

JM Erestain | Emerge

Founder & Project Manager

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Jared Khoo | Vortex20000

Multi-Language Developer

Azeem Majid | MCDuder1

Front-End & Web Developer

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Rizky Aditya | Ikydesu

Graphic Designer

ROADMAP

some of these are subject to change

1. Get back-end and prototype front-end up and running at Vortex's RPi
2. Finish CS:GO Server plugin

3. Acquire Domain and Hosting (GAMESERVER & WEBSITE+DAEMON SERVER)
4. Release Beta
5. --- CROWDFUNDING PHASE ---
6. Submit *Valve Tournament License* Registration
7. Website Final Testing
8. Gameserver Final Testing
9. FINAL RELEASE