



POLYGAME

A premium, decentralized esports ecosystem on the blockchain.

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Overview



In order to build a true community including streamers, players, teams, tournament operators and advertisers in the world of esports, POLYGAME has designed an ecosystem around fan tokens, an NFT marketplace, and its own \$PGEM token. This allows all users within the ecosystem to play, compete, possess and earn within one platform a truly decentralized manner. The power is with the people.

POLYGAME is able to achieve this through the empowerment of Web3, which creates a transparent and accessible esports ecosystem that prioritizes the protection of IP, generating opportunity and revenue in the process. With an active user base of almost a million people, POLYGAME has demonstrated the track record required to truly elevate esports into an era of blockchain.

THE PROBLEM



There are four (4) main problems POLYGAME will fix.

The Problem For Streamers & Content Creators

- **Asymmetric Distribution of Revenue** – Due to revenue dilution to third parties, less than 1% of all streamers make adequate income.
- **Lack of Transparency** – In addition, these 3rd parties act as gatekeepers to streamers cannot interact directly with fans in a transparent manner.

The Problem For Fans

- **Social Barriers w/ the Streamers** – Fans often find it hard to have a personal and unique interaction with streamers.
- **Lack of Incentives** – Fans don't get incentivized properly for showing support to their streamers.

The Problem For Teams

- **Additional Revenue Stream** – Esports teams are currently struggling to monetize their talents, at a steep opportunity cost. This is fixed through additional revenue streams like Fan Tokens. Some potential use cases for these Fan Tokens include, but are not limited to:
 - Voting in Polls for Jersey Design, etc.
 - VIP Rewards
 - Exclusive Promotions
 - VIP Discord Channels
 - Exclusive airdrops and games
 - Exclusive merchandise drops

The Problem For Tournament Operators

- **Lack of unique, local tournaments** – Geographical regions around the world suffer from a dearth of IP's which can attract the big teams and talents. Additionally, there are no community tournaments due to the lack of a platform which allows them to create tournaments and distribute prize money.
- **Prize Pools** – \$PGEM tokens can be used to increase prize pools, which are lacking at the moment in the esports scene. Fan Tokens can also be used as an alternative method to increase both the prize pool, as well as sponsorship.
- **Community/Streamer Tournaments** – Streamers can organize their own community tournaments by using a token buy-in for a "winner take all tournament format" as an example to address the lack of tournaments.
- **Pro Tournaments** – The aim for this is to allow pro teams to organize their own tournaments in the form of invitationals, etc. Multiple teams can then use their own tokens to contribute to the prize pool via buy-ins and fan donations.



OUR SOLUTION



POLYGAME's solution will center around our Fan Tokens, the \$PGEM token, and our NFT Marketplace, which will be powered initially by the Polygon Blockchain to ensure a layer of transparency, trust and decentralization.

Fan Tokens

It is our belief that Fan Tokens are aspiration because they unlock accessibility and exclusivity to the team and streamers, allowing for deeper levels of engagement. Streamers & Players can create their own IDO process directly on the platform to allow fans and watchers to buy into their journey.

NFT Marketplace

Our marketplace will allow both players, streamers, in addition to anyone else to buy, sell and trade iconic moments, personal player cards, team memorabilia, and livestream grabs of key moments. Transaction fees will be conducted in \$PGEM, and other marketplaces including Rarible & OpenSea will be integrated as well.

The \$PGEM Token

Our native utility token will be used to not just power the ecosystem, but also as an intermediary asset of transfer between users, players, streamers and anyone else within the POLYGAME world. All transactions, including launching Fan Tokens, accessing the marketplace, and more! In addition, there will be a burn mechanism designed to ensure the scarcity of the \$PGEM token is always high in demand.

\$PGEM Utility

The utility of our token will center around a couple of key areas:

- **Incentivizing Engagement:** Whether through our staking program, or the first-ever designed "watch-to-earn" system, our fans will have the opportunity to earn \$PGEM by simply engaging more with streamers and the platform. On the other-hand, streamers will also have an opportunity to join the fun with our "stream-to-earn" mechanism.
- **Fan Token Offerings:** Streamers will use \$PGEM as both the accelerating mechanism as well as the initial asset to supply liquidity when doing a Fan Token offering to broaden the depth of engagement for fans.
- **Ecosystem Growth:** Engagement isn't the only area of focus for incentivization, as \$PGEM will also be used to help the ecosystem grow. This includes builders who want to contribute to the decentralized nature, as well as tournament operators and advertisers!



TOKENOMICS



Our mission is to have our \$PGEM token be the ultimate currency for all esports communities. The max supply is set at 5 Billion tokens, with private and pre-sales totalling 5% of total supply. The remaining will be released for the public sale as well as generated through community mining and other incentives.

- **Early Investors** - 0.5% on TGE/0.5% weekly for 8 weeks/ Daily Linear Unlocking for 24 Months
- **Seed** - 0.75% on TGE/0.5% weekly for 8 weeks/ Daily Linear Unlocking for 20 Months
- **Strategic 1** - 1% on TGE/0.5% weekly for 8 weeks/ Daily Linear Unlocking for 16 Months
- **Private** - 1.25% on TGE/0.5% weekly for 8 weeks/ Daily Linear Unlocking for 12 Months



Round	Token Allocation	% Total Supply	Price / Token
Early Investors	50,000,000	1%	\$0.005
Seed	50,000,000	1%	\$0.0125
Strategic 1	50,000,000	1%	\$0.0200
Private	100,000,000	2%	\$0.0325
Public / IDO	50,000,000	1%	\$0.1000
Staking	750,000,000	15%	\$0.00
Ecosystem	1,000,000,000	20%	\$0.00
LP	250,000,000	5%	\$0.00
Marketing/Legal	250,000,000	5%	\$0.00
Advisors	150,000,000	3%	\$0.00
Team	800,000,000	16%	\$0.00
Airdrop	500,000,000	10%	\$0.00
Geo Expansion / Reserves	1,000,000,000	20%	\$0.00
TOTAL	5,000,000,000	100%	

Total Token Supply - 5,000,000,000
Token for Sale - 300,000,000 - 6% of Total Supply
Fund Raise - 10,125,000 USD



PUBLIC SALE



Public Sale

After private and pre-sale events, \$PGEM tokens will be available to the general public in a public sale on DEX's and CEX's. A total of 5% of the total supply will be generated through the combined events.

- Public Investors will have a 2% vesting schedule on the token generation event, 0.5% weekly for 8 weeks, daily linear unlocking for 9 months.



FUND USAGE



Fund Usage

With a wealth of experience and a successful 9 months of operations behind them, the team will be utilizing the funds from the generation events in the following ways:

- **Streamer Onboarding** – Acquisition of Tier A streamers and teams will be the utmost priority as they will help us to get more popularity by creating a vibrant community and organic users towards POLYGAME.
- **Top Exchange Listings** – In order to maintain high liquidity, listing on top exchanges will be important, in addition to DEX's.
- **Platform Development** – Funds will also be utilized for development of our NFT marketplace.
- **Creation of Our Own IP's** – POLYGAME will be hosting its own community and pro tournaments at national and regional level, thus creating our own IP.
- **Content and League Partnerships** – Partnering with major leagues and tournament organizers like Tencent, Garena, Riot Games
- **User Growth** – A small portion of the funds will also be used for marketing and promotion of different events on POLYGAME to attract more viewers



ROADMAP



Roadmap - 2022

With a wealth of experience and a successful 9 months of operations behind them, the team will be utilizing the funds from the generation events in the following ways:



The Team



Swati Mukhi

Co-Founder & CEO Polygame Stream



Hardik Singh

Co-Founder & CEO Polygame Exchange



Soneshwar Singh

CTO Polygame



Sushant Shukla

TECH-LEAD Polygame



Ankit Khatana

Chief-Architect Polygame



Advisors & Investors



Charlie Hu

Managing Partner, Lucidblue Ventures
Former China and South East Asia Head,
Polygon



Chris Tan

Head of Growth,
Gaming Ecosystem



Sunny River

Co-Founder of JPEG
Culture



Manish Agarwal

CEO,
Nazara Tech



Abdulla Al

CEO,
Centauri Digital



Serge Ajamian

Chief Business Officer, Beem Up
Managing Partner, Centauri Capital



Tim Rainer

CTO,
Gamifi



Ishaan Singh

Investor Co-
founder



Sushil Chhillar

Investor Co-
founder

THANK YOU

Watch It. Live It. Earn It. Own It.

www.polygame.io