

✕

eSports and eGames are currently the fastest growing markets worldwide,

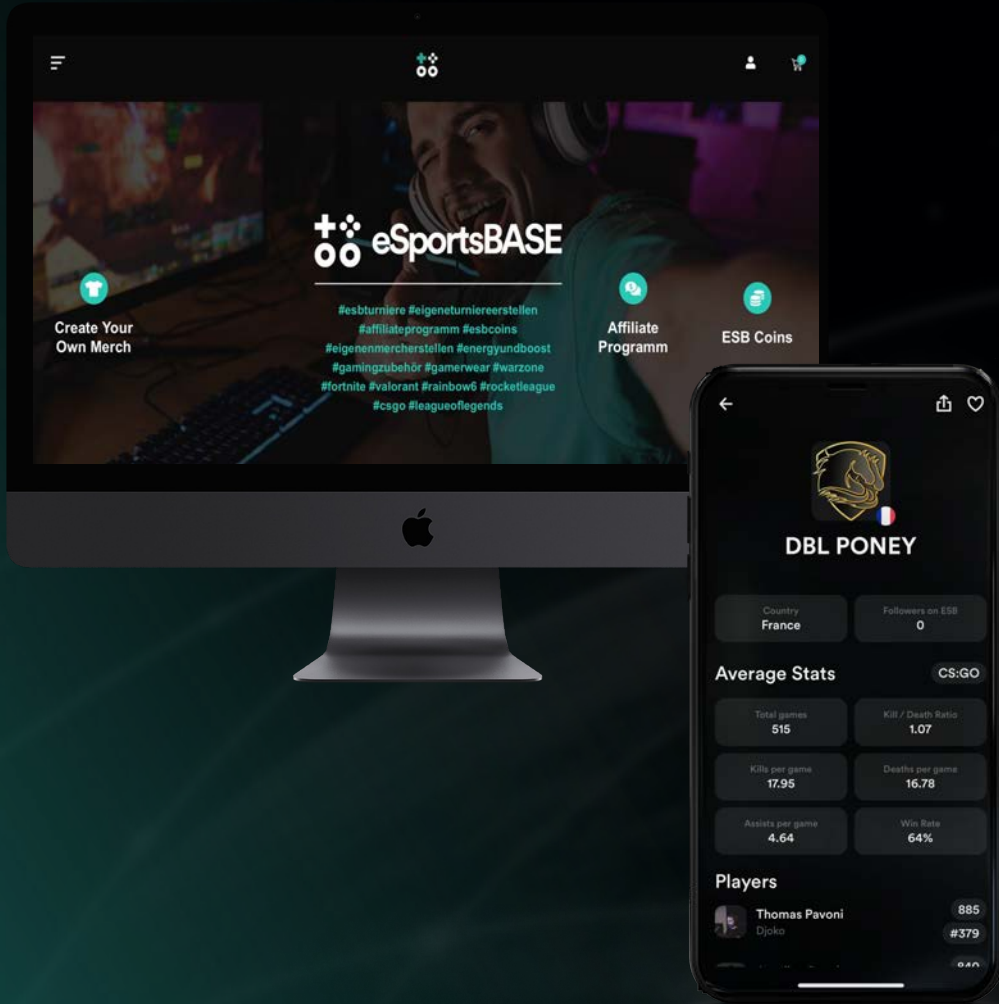
BUT

The Challenge

+

- it is **very difficult** to find tournaments, other communities, gamers, teams, ...
- there is a **huge number** of gamers and **NO** professional platform
- there are only **single solutions** on the market and **NO intelligent tournament platform** as all-in-one solution via **browser** and **app**
- the **social aspects** are **NOT** considered in the gaming market so far

The Solution



eSportsBASE

Is a **user-friendly** tournament platform for **web** and **app** and serves as a **management** and **development tool** for eSports, eGamers, organizers and its fans.

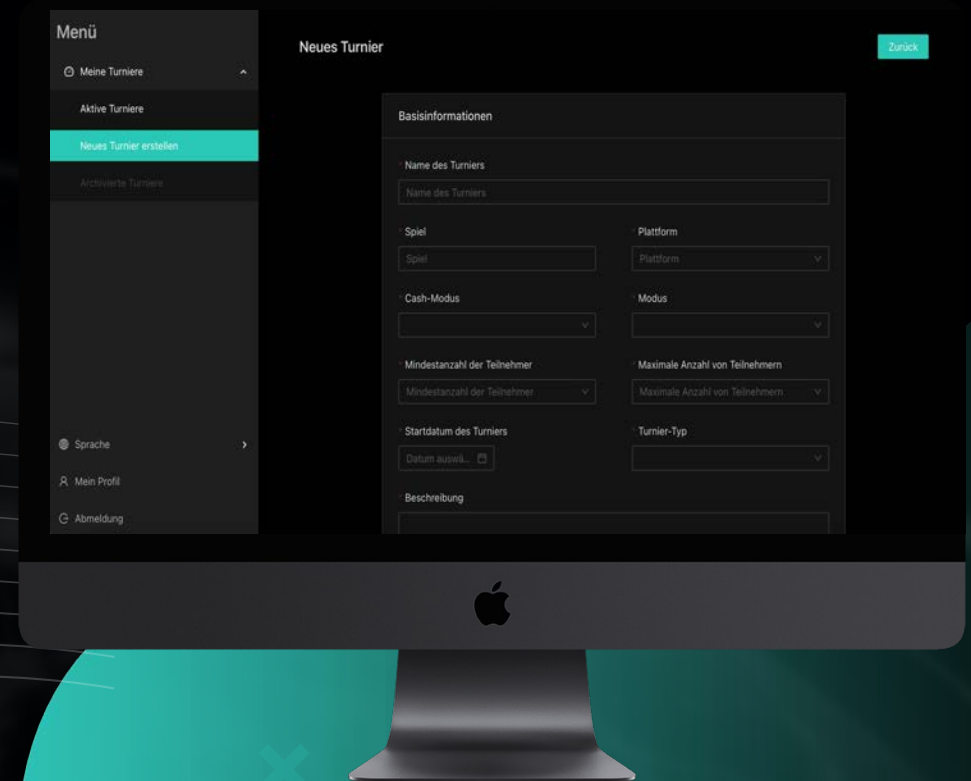
It is designed to make users - first and foremost passionate amateurs - more **informed, visible, successful** and **faster**.

Tournament creation mode

With our specially developed tool, every eGamer and organizer has the possibility to create eSports tournaments and leagues. The user can choose between several games and game modes.

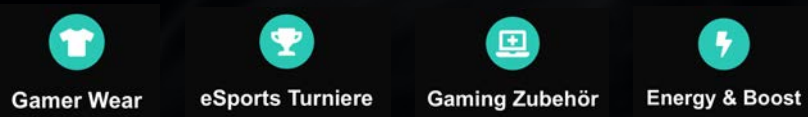
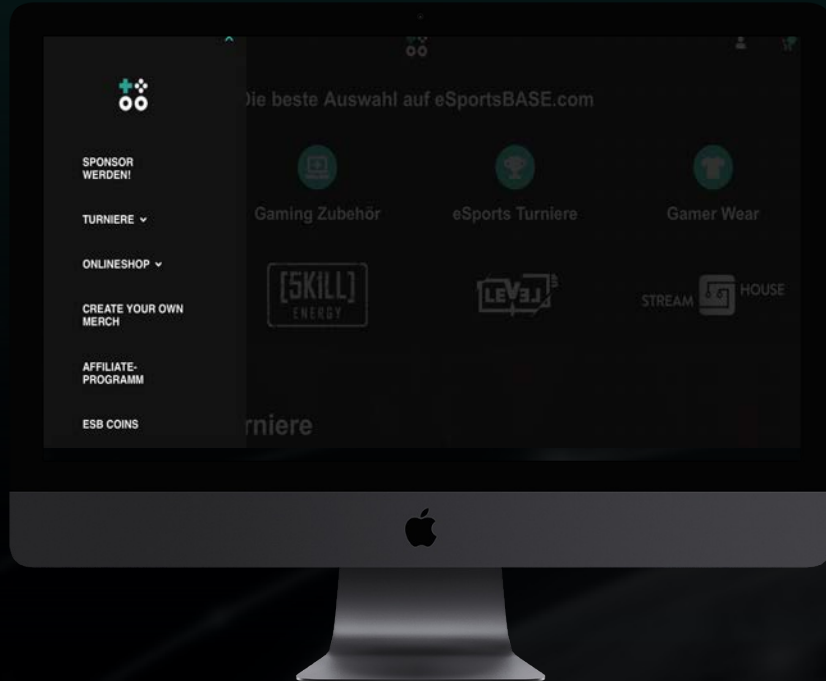
The tool is available for free and can be upgraded by paying a fee. The special feature is that the organizer/eGamer can create buy-in tournaments and earn money through ticket sales.

Signature Product 1: Create Your Own Tournament



Signature Product 2:

+Our Shop



On our website we offer our customers a **wide range of products**.

For this purpose, we regularly organize free tournaments across games with non-cash and cash prizes. In addition, various products such as a gaming booster or an ergonomic gaming table can be purchased.

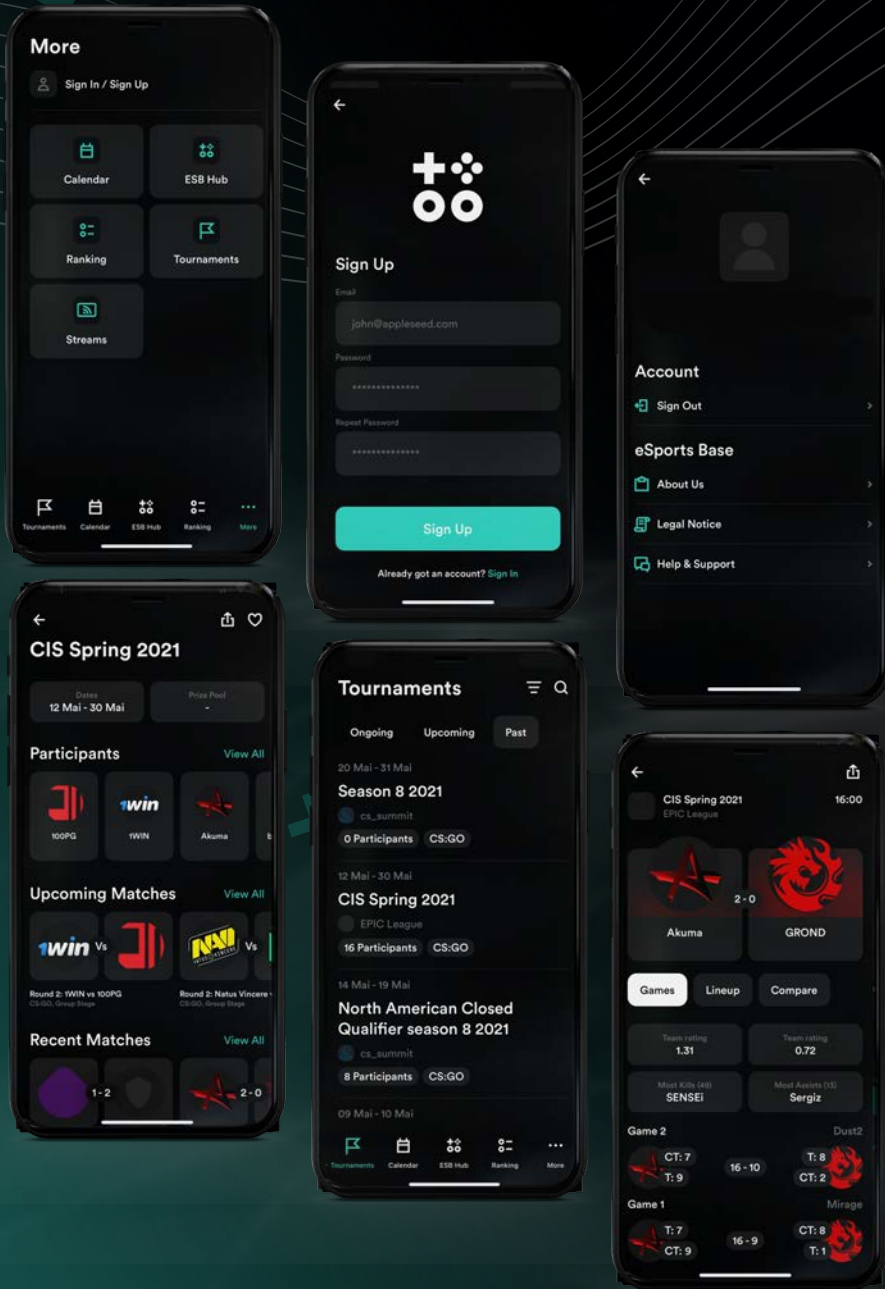
Signature Product 3: + The App

App

The app has been deliberately **developed and designed** to be **user-friendly** in order to provide a complete user experience.

Gamers or fans can access the app at any time (online + offline), obtain important information relevant to them on any game and, for example, call up events or follow streams.

Special: In combination with CYOT, tournament participants can enter their results via app and automatically report them to the organizer.



AND...



Signature Product 4: Social Aspects



Health

- ✓ reduce mental pressure
- ✓ minimize addiction potential
- ✓ strengthen psyche
- ✓ Improve fitness



Personality

- ✓ Strengthen self-confidence
- ✓ Optimize own potential
- ✓ Maximize personal success



Performance

- ✓ Increase performance
- ✓ Optimize stress resistance
- ✓ Improve reaction speed
- ✓ Acting with more focus on success



Communication

- ✓ Prevention of social isolation
- ✓ Analog events
- ✓ Knowledge of social environment



How can we achieve?



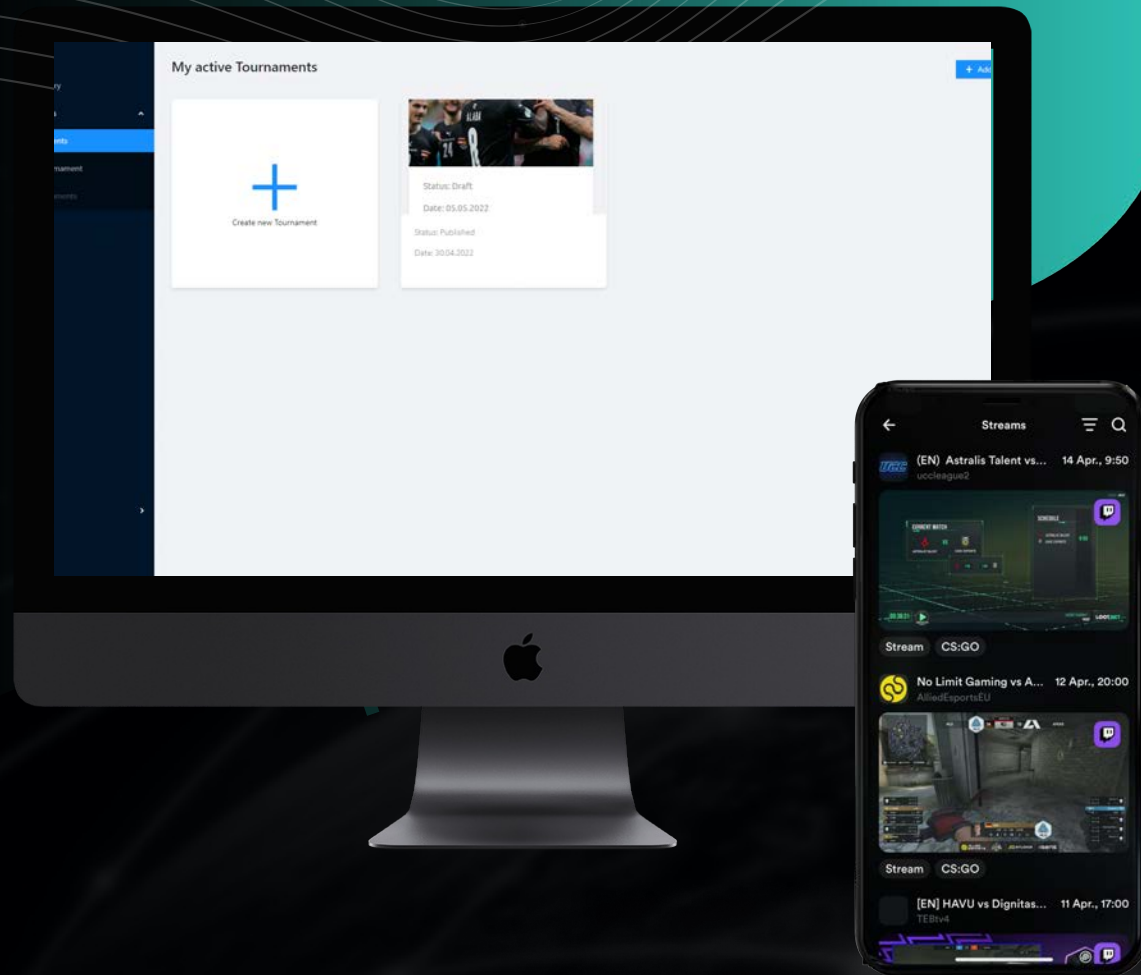
We have specifically integrated **solution-oriented cooperation partners** into our ecosystem in order to present the social aspects within as well as outside of our app.

The aim is to actively offer every user the **opportunity to positively influence their own gaming** awareness in the area of health through professionally trained coaches and partners.

All relevant information is available in our app and on our website.



USP



USP

- ✓ Tournament creation mode with automated app linking
- ✓ Advertising value formula
- ✓ Social aspects
- ✓ Personalized HUB
- ✓ Coaching assistant
- ✓ Skill game training
- ✓ Continuous development

Partner and Cooperation

BWS.INVEST



GRITY



AESIR ESports

#PlayPink



Frauscher Consulting

+ eSportsBASE

The Games



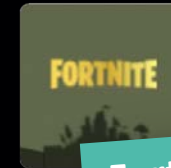
Counter Strike



Call of Duty



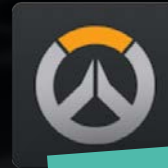
Dota 2



Fortnite



League of
Legends



Overwatch



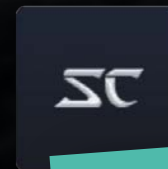
Rocket League



Valorant



Halo



Star Craft



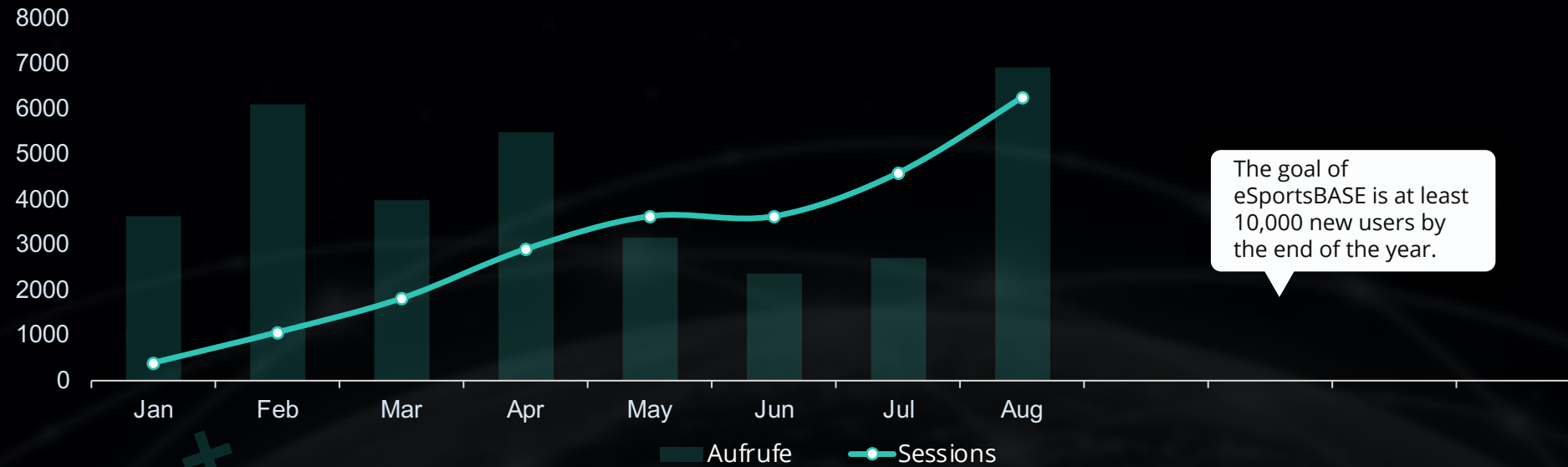
Star Craft 2



Fifa

Website Traffic

2022



Sessions

6.097

New Users

5.969

Avg Sessions Duration

00:01:40

Views

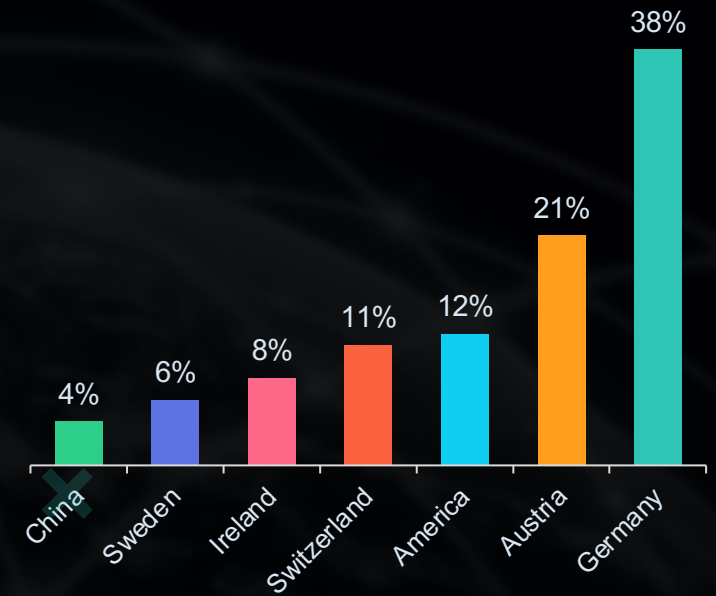
34.943

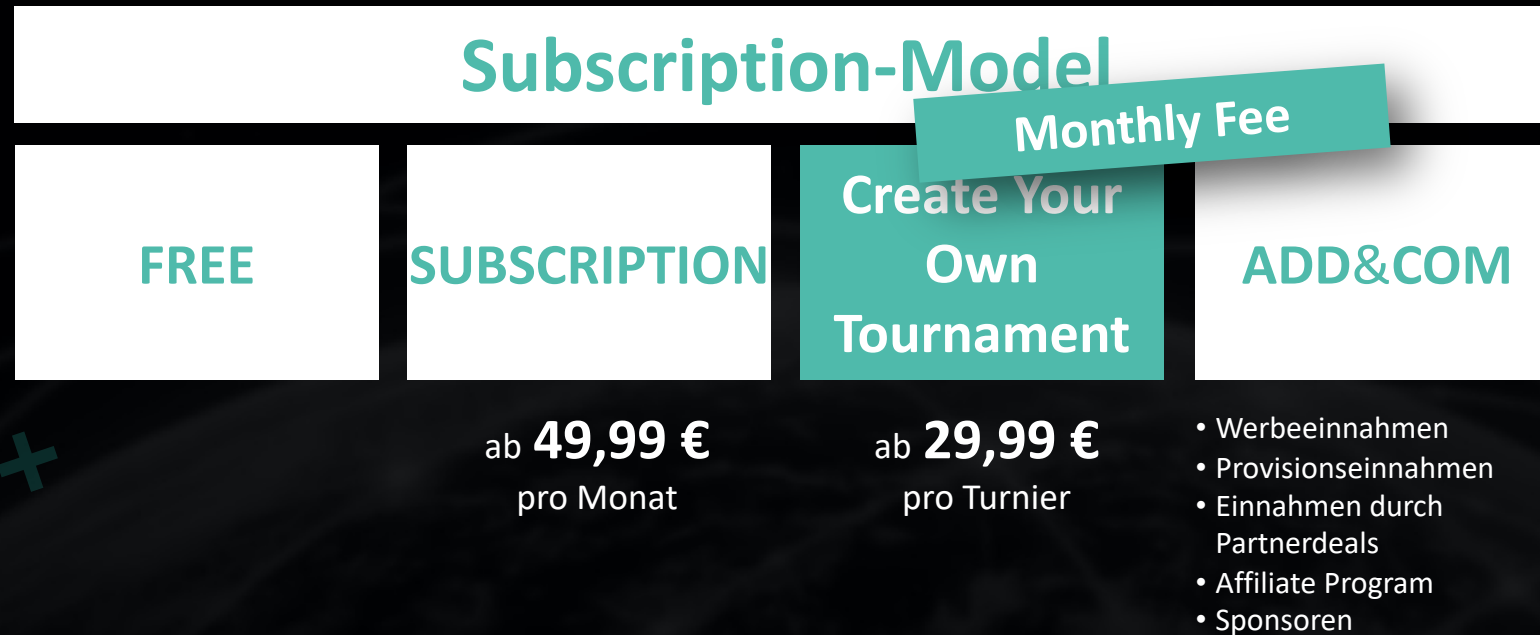
Events

115.633

Worldwide Users

The year 2022 has been designed exclusively as an internal test for the Austrian gaming market. Interestingly, a **larger community** has already been won for the eSportsBASE **outside of Europe**.





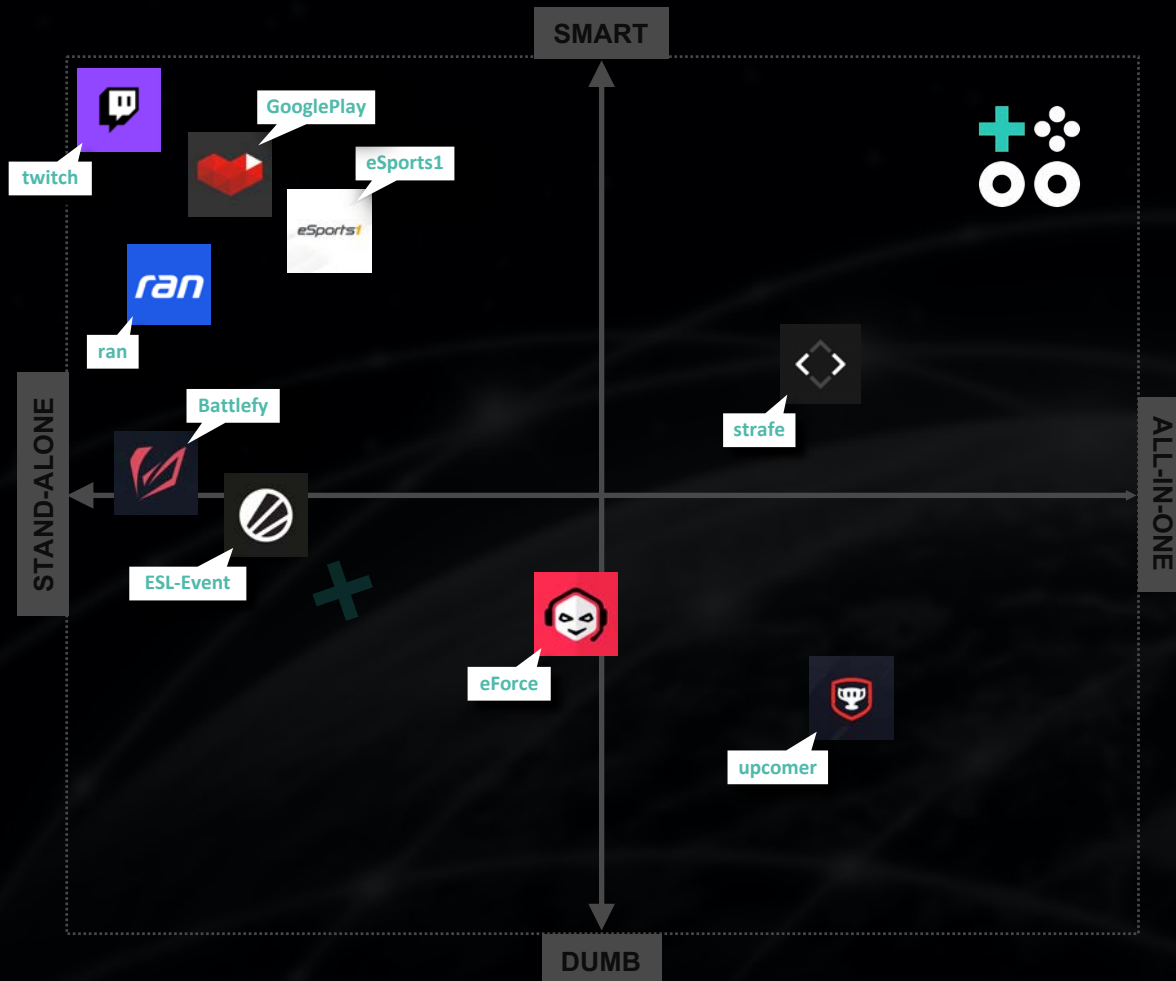
The competitors

Direct competition

There are no comparable offers in this segment. The eSportsBASE is so far unrivaled with its mature solution. Desktop versions as well as applications are only available in partial areas, which cannot represent the overall product of the eSportsBASE.

Indirect competition

Indirect competitors can include companies that have developed live scoring systems or offer training statistics via a mobile app. Here, too, there is no recognizable overall solution that combines the contents of the eSportsBASE software.

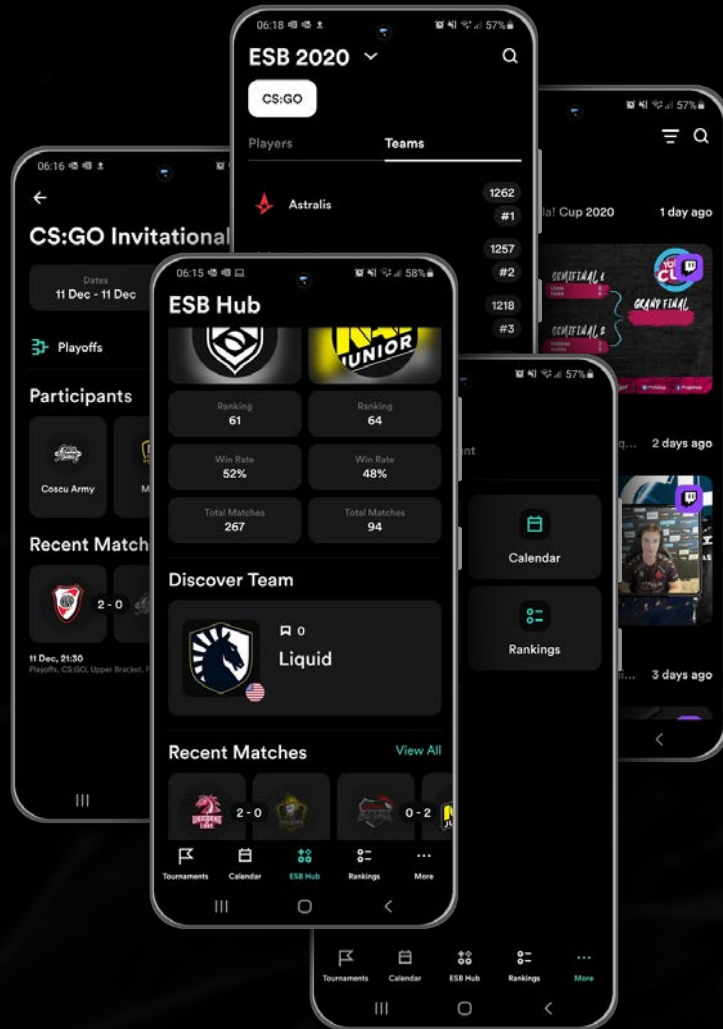


Advancing to META Association in eSports & eGames

FIFA



The Vision



- personalized HUB
- Tournamentcalendar
- Gamers profiles
- CoachingAssistant
- Scouting
- SkillgameTraining
- Networking
- eLigues-Automation
- Games analysis
- CrossCheckingTraining
- Advertising value formula
- Tournament creation mode
- booking and ticketing
- Stats & ranking list
- Streamer live functionality

✖ APP & DESKTOP SOLUTION



With the purchase of brogaming.eu's automated eLeague system, the

eSportsBASE can now offer the following:

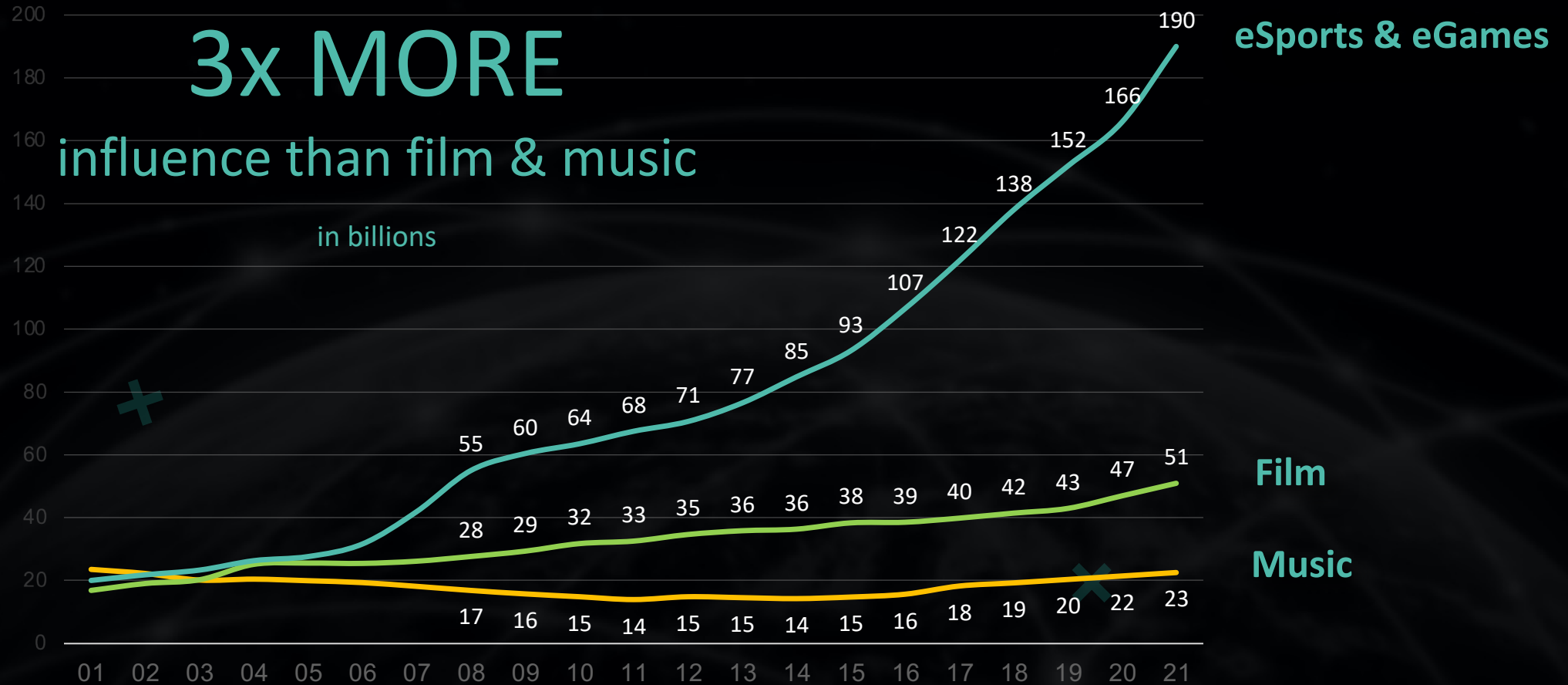
Automated eLeague system for gamers

Tournament creation mode for streamers

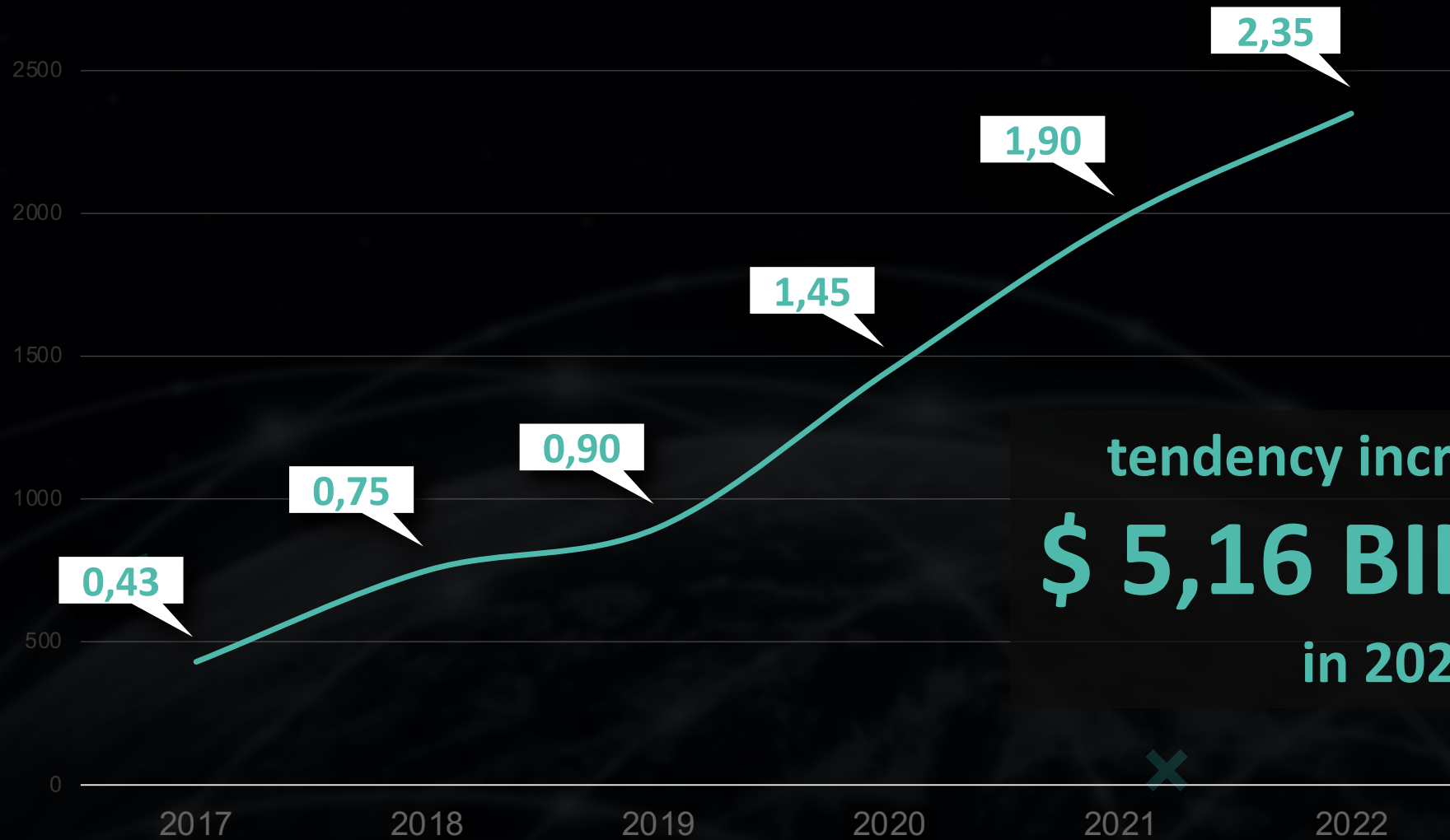
Streamer live functionality

Ticketing

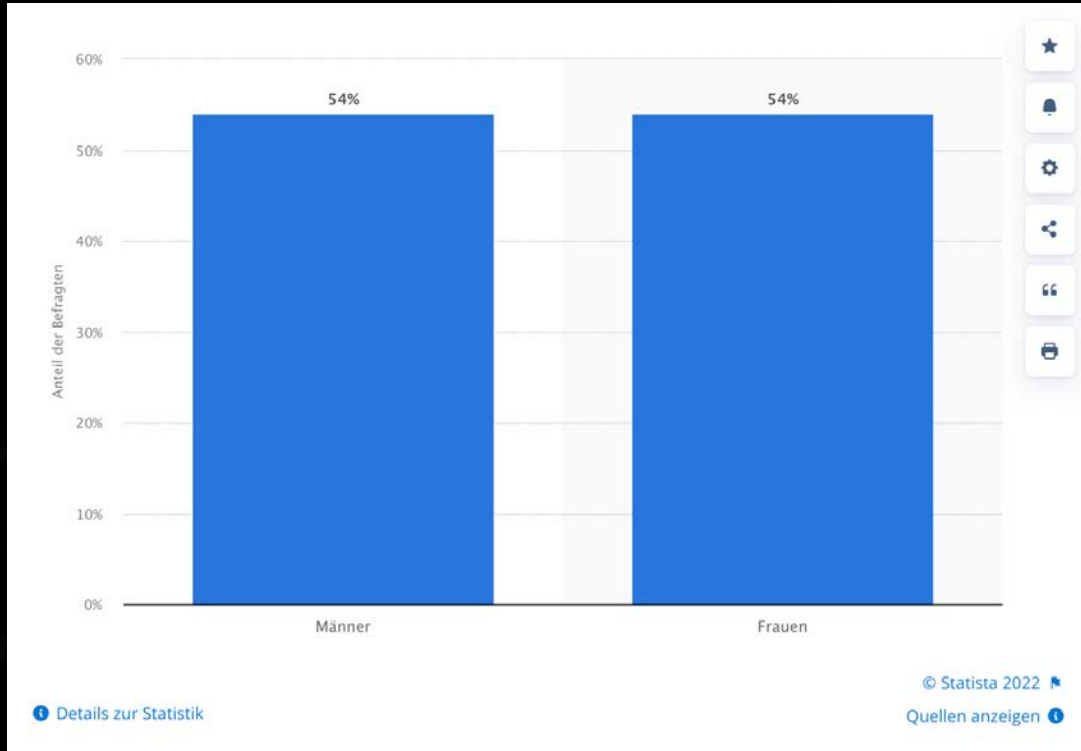
The World Market



The Gamers



Women's share in eSports



„These statistics map the proportion of people in Germany by gender who play computer or video games at least occasionally. According to the survey, the proportion of gamers among women in Germany was 54 percent in 2022. “

Quelle: Statista.com

Women's share in eSports

„ Almost half of all gamers in Germany are female:
47% of the 34.3 million people who play games at
least occasionally are women. This is what the
Annual Report of the German Games Industry 2018
found out.“

Quelle: <https://www.owayo.de/magazin/gaming-frauen-de.htm>



The Financing Round

INVESTMENT

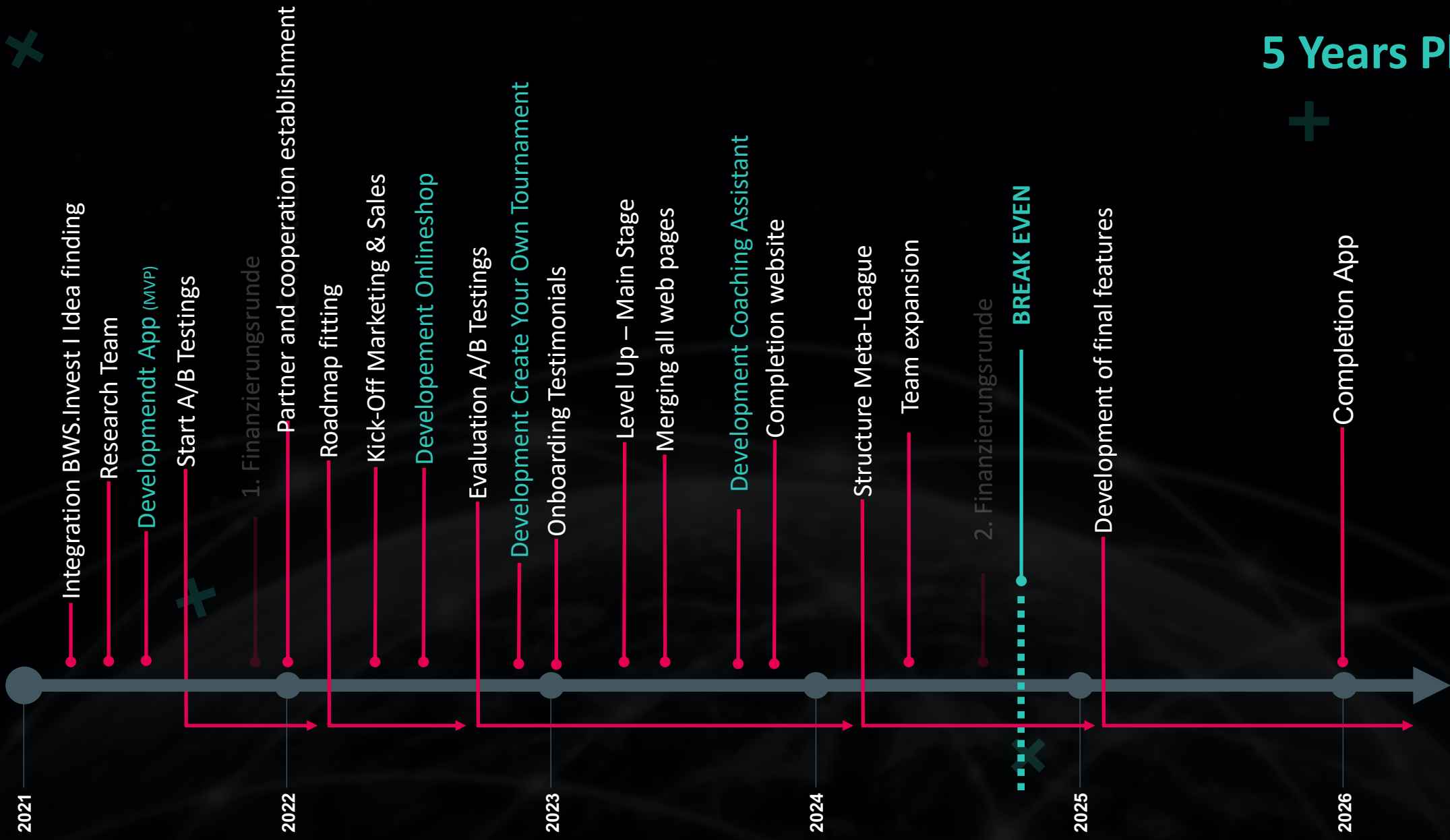
RunWay until MAR25 € 510.000,-

Requested grant AWS € 180.000,-

Investment € 330.000,-

Evaluation Post Money € 6.6M (5%), Convertible Loan 5%

- Research & Development 197.000,-
- Personnel expenses 86.000,-
- Marketing 20.000,-
- Other expenses 27.000,-



5 Years Plan

The Team



Max Friedmann
Co-Founder & CEO



Julian Kelkel
Co-Founder & CEO



Andreas Deutinger
CTO



Thomas Frauscher
Frauscher Consulting



**Vero Neubacher,
Thomas Stranig,
Dr. Walter Antosch (v.l.)**
BWS.INVEST



Jasmin Aurora
Influencerin



Bernard Konegger
Tournament Director &
Sales





Contact:

Max Friedmann
Julian Kelkel

max@esportsbase.com
julian@esportsbase.com

<https://tournaments.esportsbase.com>
<https://www.esportsbase.com>