TCSD

WHITEPAPER

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Tron-Europe-eSports-Division
https://tron-europe.org/esports

Important Notice

1. Tron-Europe as SR

Tron-Europe is a community-based organisation in Europe,
which rewards its voters with TERC.
The TronEuropeRewardCoin (TERC) supplies all plans and ongoing processes at Tron Europe. Since TERC is only issued as a reward,
its outstanding share is limited.
As a Super Representative (SR) of Tron, we mine the Tron Blockchain with 26 other SRs.
SR's are chosen by the community with Tron-Power, that you get by freezing TRX.
Tron-Europe offers protection to investors.
Project Wallets are managed independently from Tron-Europe.
Thus, Tron-Europe guarantees the protection of a non-successful ICO,
full repayment of the capital received.
In the case of a successful ICO, the capital is issued as needed and when required.
In addition, Tron-Europe will continue to ensure a regulated procedure and its publication.
Tron-Europe assists the Community in matters relating to
Tron, Blockchain and their safe handling.
Tron-Europe is highly knowledgeable on the mass adoption of blockchain technology.
Tron holders can freeze their TRX for Tron Power (1-1) and vote for a Super Representative. SR's are then rewarded by Tron based on the amount of community votes.

2. Tron-Europe-eSports-Division

The Tron-Europe-eSports-Division (TESD) was initiated to create another link between the Blockchain and the growing world of Esports.
The aim is to educate, support and promote the mass of this industry. By the use of a universally usable token (TERC), the use and the handling of the blockchain should be facilitated. With the help of several Esport teams and clubs, the TESD reaches a large audience to attract attention.
Furthermore, TESD creates a large network that will make it easier for players and audiences to interact with each other.
This will improve communication between the audience and their idols. Furthermore, there is a lot of unused potential in the small and youth sector, through this promotional work TESD and TE also supports regional structures and their economy. TESD should establish itself as a recognized name in esports.

3. Development of the eSports

eSports worldwide (since 2000)

The first World Cyber Games (WCG) were held in Seoul in 2000. Three years later the players fought in France for the first Electronic Sports World Cup (ESWC). Since then, these cup competitions have been held annually. Also in 2003, Halo was the first competition to be held on a game console. The ESWC included the first console games in its program in 2004. Both tournaments have the status of a world championship in e-sports.

In 1998 in Japan the Internet could already be used with the introduced game console Dreamcast, the breakthrough of online playing with game consoles, came however only with the introduction of Xbox Live 2002 on the Xbox from Microsoft. The game Halo 2, released in 2004, took on a leading role there.

The growing success of the QuakeNet IRC network also contributed to the success and spread of e- sports. In addition to the leagues, the teams also operated their own channels.

In 2005, the CPL World Tour was the biggest e-sports competition. In ten international metropolises and the final in New York, a total of 1,000,000 US dollars was played in the painkiller discipline. The American television station MTV broadcast the final, which was won by the American Johnathan "Fatal1ty" Wendel. Dutchman Sander "VoO" Kaasjager was named the Most Valuable Player on the World Tour and, with 252,000 US dollars, won the most prize money on the tour.

The e-sport competition Championship Gaming Series (CGS) took place for the first time in 2007. The CGS used a new point system that scored points from all disciplines. With over $1,000,000 in prize money at the 2007 CGS World Championship and over $5,000,000 in cumulative player salaries, the 2007 CGS was the most valuable tournament in e-sport.

As part of the 2008 Summer Olympics, the Digital Games were to be an e-sport tournament of the Global Gaming League to be held in Shanghai. However, the final in China never took place. The reasons for this were not made public. In 2007, one year earlier, e-sports became part of the Asian Indoor Games organized by the Olympic Council of Asia (OCA) in Macau, China, for the first time. Medals were awarded in the three disciplines NBA Live, Need for Speed and FIFA. In an earlier announcement, six competitions and the game Winning Eleven were planned for the Asia Indoor Games. E-Sport was also a competitive sport at the Asian Indoor Games 2009 in Hanoi, Vietnam. With Counter-Strike, Starcraft: Broodwar and DotA Allstars, computer games that do not simulate a real sport became a discipline at the Asian Indoor Games for the first time in 2009. Following the merger of the Asian Indoor Games and Asian Martial Art Games, E-Sport became part of the Asian Indoor & Martial Arts Games, which were held for the first time in 2013 in Incheon, South Korea.

Over 200,000 e-sports-related jobs have been created in South Korea, and with over 10 million South Koreans, one in five South Koreans has played StarCraft once. Final matches of the biggest StarCraft leagues attracted up to 100,000 spectators in South Korea. In Germany, the finals of the ESL Pro Series were watched by up to 5,000 local viewers and over 40,000 spectators via IPTV. In

Austria, almost 2,000 spectators attended the finals of the ESL Pro Series. The 2013 Final League of Legends World Championship was watched by over 10,000 spectators at the Staples Center in Los Angeles. The tickets were sold out within an hour. With the Dota 2 Tournament The International and the Riot League of Legends World Championship, two competitions took place in 2013 with prize money of at least

2,000,000 US dollars. Since 2014, The International has won more than $10 million each year. With this prize money, the tournament has since become the highest endowed competition of its kind in e-sport. Riot, Valve's competitor in the Multiplayer Online Battle Arena sector, has organized the World Championship 2014 for the first time ever a cross-national tournament. The group stages were held in Singapore and Taipei. While the final took place on 19 October 2014 at the Seoul World Cup Stadium in front of more than 40,000 spectators. Riot thus continues to pursue its goal of holding e-sport tournaments in major sports arenas. In addition, the final match was shown live on ESPN3, just like The International 4 had previously done.

There are no exact figures about the number of e-athletes worldwide. The number of e-athletes in Germany varies from source to source, ranging from nearly 1,500,000 to over 4,500,000 organized e-athletes. In Europe, approximately 22,000,000 players are assigned to e-sports. The Global Gaming League (including Clanbase) stated that it has over 1,500,000 members. Approximately 1,250,000 players took part in the World Cyber Games 2005 and according to their own statistics, the Electronic Sports League has over 4,400,000 registered players, of whom over 1,900,000 are active. The organizers of the Electronic Sports World Cup expect more than 500,000 players to participate in their qualifying tournaments in 2007.

2017
700 mio $ alone through sponsors and advertising
Total price pools of $112 million
2018
$906 million in sponsors and advertising.
Worldwide viewers up to 380 million people
2021
1.6 billion $ turnover estimated
Worldwide Entertainment Industry Revenue 2017 $1.8 trillion
Estimates up to 2020 at $2.2 trillion
Video game market forms a $135 billion industry $70.3 billion in mobile games alone
2.3 billion gamers worldwide
Exceptions like Tyler "Ninja" Blevin make among other things 500.000 $ turnover with Fortnite streams per month

50,000 spectators in the stadium and 200 million online at the "League of Legends" World Championship
eSports supports
Technology dissemination and development Globalization
Improving the Internet
Online streaming and videos
Social media
Gaming hardware
Integration of developers and game forges Cash flow
Many global brands are already early entrants to the esports scene to increase their reach. The Nielsen Report shows over 600 esports sponsorship deals since 2016, and many non-endemic brands are now taking advantage of this. TV stations such as Pro Sieben Maxx and Sport1 already broadcast esports in their programms. The final of the "League of Legends" university champion was held at Gamescom, which was won by the KIT SC White team from Karlsruhe.
Private universities now offer sports management courses with a focus on esports to meet the increasing demand.

4. Problem

As the industry is still in its infancy, it is not yet fully established and recognized. This creates a number of obstacles that need to be overcome. Esports itself is still a primitive industry with many sub economies. Different games, genres, participants and different regions. Many of these things are not yet specifically moving in the direction of esports. This "general" direction does not directly support and recognize the esport. There is no infrastructure to facilitate this integration.

Many game dynamics are not designed to be player-centric to ensure a high replay value. Thus, many game titles can quickly become boring and you move on to the next. Here is a clear need to create a long-lasting use.

Instability. As in many sports in their beginnings, there is also in esports still a high fluctuation in terms of teams, players, events, organizations and playable titles. The dynamic and fast-paced situation in the esports, which is in its infancy, contributes to this instability. Here you can create stability by appropriate promotion, in order to give players and investors more security. So that you also invest more time and resources in the competition.

Accessibility. At the moment the esports area is mostly only accessible for professional players. For beginners it is very difficult to get into the profi-table area or there are not enough possibilities to qualify for big tourna-ments or leagues. The competition and infrastructure is still too small to cope with the massive number of players and their different skill areas. By increasing the number of players on offer, the scene is also becoming more attentive and accepted.

Lack of youth promotion. The new generation in the esports area is currently developing "only by chance". There is a lot of catching up to do here. The activity in this area will receive a great deal of attention and recognition, as it is also designed for long-term future-oriented develop-ment.

They should work, not daddle! That is at present still the general con-sensus to esports

5. Base

Facilitate the use of crypto and blockchain, with the background of digital currencies already used in many games.

To create a basis in which the gap between professional players, beginners and audiences can be narrowed.

An "online training center" where professional players can share their knowledge and skills. Bundle news for esports, partner teams and TESD. Free use of the base and public content, with the ability to use advanced features through subscriptions.

Integration into the benefits of large social networks to increase reach. Cooperation with already involved teams and promotion of clubs in the esports area. More attention to the university area and youth work, promotion of young talent.

Create a universally applicable token economy.

Establish tokens as a means of payment both as a universal means of exchange for TESD and on other accepted platforms.

Creation of comprehensive marketplaces for in-game and fan articles Organize regional events to bring adaptation and direct benefit closer. Use these attentively to promote education.

Strengthen local infrastructures.

Placing advertisements and using sponsorship funds to increase general awareness.

Collaborate + interact with existing and future streaming and video plat-forms. Sports betting at own tournaments for additional incentives Working with popular brands to create synergies. Continuously accessible TS3 server for communication.

6. Token Economy

On the Tron Blockchain Investortoken Place holder -> Swap Investortoken, TRC10 Investortoken total Supply 2x ICO 50% Investors 50% House TRC10 TEDISCORP Supply 100,000,000 https://tronscan.org/#/token/1002686

2 TRX = 1 TERC = 1 TEDISCORP

15,000,000 TERC Softcap – Minimum needed investment to start the project, 1st TESD-Squad

30,000,000 TERC Firmcap - Increased marketing and sponsorship efforts, RL events and seminars for direct response and support, 2nd TESD Squad

100,000,000 TERC Hardcap - fastest possible implementation of the platform, better logo placement with esport teams, faster establishment of an additional esports team or more opportunities to promote young talent to strengthen future teams.

By introducing a token economy we support the possibility of the application for everyone who has access to the Internet or a mobile device. Worldwide in real time.

A holder is issued during the ICO. At the end of the ICO, the investor token is generated and delivered to wallets that bought the place holder from the investment wallet. Selling and shifting tokens after buying wont give investortokens to another wallet! The total amount of investor tokens corresponds to 2x the ICO holder. This ensures that investors have the right in participation in 50% of the partial profits generated by TESD (not TE!). Unsold investor tokens will later be available at a much higher price, but will not count towards the ecosystem until they are sold.

TERC will maintain the entire TESD structure. Usable as an in-game currency and exchange medium, for all uses provided by TESD and its partners. This way we can easily and without any obstacles use the service of sponsors, partners, teams, players, markets and consumers. The value of this token is determined solely by supply and demand. Furthermore, the use of the token will bring with it many advantages.

Planned purposes for TERC
Prize money for tournaments and events Payment of teams and players
Subscriptions on the user platform Donations and tips
Marketplace currency
Transfers between teams
Reward and advertising mechanism Entry fees for tournaments Applicable on partner platforms Exchangeable for other assets or Fiat Gateway Sports betting

7. Business Model

Subscriptions - For access to advanced features and functionality
Sponsors & Advertising - With increasing acceptance, larger brands will use TESD for their reach Fees - For trading on the marketplaces, or for the benefit of offered service
Sale of merchandise
Team revenues of the teams under contract
Compete against Pro Teams
For marketplace relevant services there will be a cooperation with DVM - Market The Revolt (GoT) leagues will take place EXCLUSIVELY on the TESD - platform
In the first year, we do not expect to make a profit once all revenues and costs have been reported. Income consists of victories, advertising, events and market revenues.
Costs arise from development, organization, personnel and marketing.
1st year ROI = 0% There are costs of 70.000€
In the 2nd year a ROI of 35% is possible after successful development. With a profit of 48.000€
In the 3rd year an ROI of 638% is already possible. With a profit of 856.000€
In the 5th year an ROI of 1900% would be possible. With a profit of 2.640.000€
Assumptions without guarantee

8. Marketing Plan

The Tron-Europe-eSport-Division combines 2 rapidly developing markets. Blockchain and eSports.
Early adaptation and use ensure a good starting position on the market.

Dissemination of our vision in our community
Our current community will contribute a great deal to spreading our ambition. Social media platforms on which most of our target groups are already on the move. Partnerships with brands, teams and clubs
A TESD Esport Team
Information about Blockchain and its application (seminars) Cooperation with interested influencers
word-of-mouth recommendation

9. Advantages of the Blockchain

Real-time transactions worldwide
Hardly any to no transaction costs due to the structure of the Tron blockchain
Data security through the decentralized network and its immutability
Transparency - all transactions are visible and traceable
With Tron-Europe behind us, we form a strong team capable of leading this long-term project to success.

10. Roadmap

Phase 1
(company formation)
Acquire Semi-Pro, Pro-Team as partner Acquiring a university team as a partner Placeholder minting 100.000 Sponsorship, begin/encourage attention ICO
Phase 2
Sharetoken minting 100.000 and distribution (company formation)
Create Main Portal 2-weekly/monthly news update
Newsfeed via Twitter Instagram about the partner teams Advertising and sponsoring
Start of basic development
Phase 3
RL Events with Token Support More payment options Education and training
Phase 4
Functional platform
Fiat gateway Integration of Ingame Item Markets

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12 Legal Issues

12 Legal issues

12.1 Internal Corporate Governance Controls, Policies & Procedures

The above key principles serve as a good governance guide to the Management Team.

In addition, the Company has a range of policies that assist it in adhering to the highest standards. These include:

Corporate Governance Policy

This sets out how we implement internal controls to manage our business in accordance with high corporate governance standards. It includes board and other operating procedures that we will follow, and clearly specifies the responsibilities of the Board of Directors and also of each other member of the Management Team. Amongst other things, it specifies a reporting methodology

(to the Board of Directors), conflicts of interest policy, and a series of other inter-nalcontrols.

Anti - Financial Crime Policy

This includes a methodology, in full compliance with Maltese law (EU standard) to prevent money laundering, terrorist financing, bribery and corruption, and to report suspicious transaction to the Malta authorities.

Customer Due Diligence Measures Policy

This includes a methodology (to EU standards) to risk assess our clients including An approach for individuals and all types of legal entities.

Risk Management Policy

This sets out a methodology for us to identify, assess, manage and mitigate the risks of our business.

GDPR - Compliant Data Protection Policy

We take data protection very seriously and have implemented a policy to handle customer data that complies with the EU General Data Protection Regulation, which came in to effect on the 25th May 2018.

Policies on the protection of digital assets and ICT/Cybersecurity

We have thorough policies and procedures in this regard that we have developed with the assistance of specialized professionals.

12.2 Disclosures & Legal

Contents of this Whitepaper you must read carefully before participating in the TESDICORP token sale. The contents of this whitepaper are not used for financial promotions. No entity other than the company can engage in issuing TESDICORP, which are intended to operate and function in accordance with the plans described in

the whitepaper (subject to development changes).

12.3 Sale of TESDICORP

This Whitepaper and any other documents published in association therewith relate to a token offering for the sale of TESDICORP in respect of the intended development and use of the Tron-Europe-eSports-Division platform as more particularly set out herein.

12.4 No Offer of Regulated Products

This Whitepaper does not constitute an offer or solicitation of securities or any other regulated product, nor a promotion, invitation or solicitation for investment purposes. The terms of the purchase of TESDICORP are not intended to be a financial service offering document or a prospectus. TESDICORP does not represent equity, shares, units, royalties or software or intellectual property associated with Tron-Europe- eSports-Division or any other public or private enterprise, corporation, foundation or other entity in any jurisdiction.

12.5 No Advice

This Whitepaper does not constitute advice to purchase TESDICORP and must not be relied upon in connection with any contract or purchasing decision.

12.6 Obtain all Necessary Professional Advice

You should consult a lawyer and/or accountant and/or tax professional (as required) before deciding to purchase any TESDICORP.

12.7 Future Project

This Whitepaper contains forward-looking statements that are based on the beliefs of the Company, certain assumptions made by us and information available to us. The projects described in this whitepaper are under development and are constantly being updated, including but not limited to, its technical features. Accordingly, if and when the Tron-Europe-eSports-Division platform is completed, it may differ significantly from the project set out in this whitepaper. No representation or warranty is given as to the achievement or reasonableness of any plans, future projections or prospects and nothing in this document is or should be relied upon as a promise or representation as to the future.

12.8 Licences

Licences and approvals are not assured in all jurisdictions. The company intends to operate in full compliance with applicable laws and regulations and obtain the necessary licences and approvals in key markets. Therefore, the development and rollout of all the features of the Tron-Europe-eSports-Division described in this whitepaper are
not guaranteed. Regulatory licences and/or approvals are likely to be required in Malta and, potentially, in a number of relevant jurisdictions in which relevant activities may take place.
It is not possible to guarantee and we, and no member of its Management Team nor its Advisers, makes any assurances that any such licences or approvals will be obtained within a particular timeframe or at all. It is, therefore, possible that some features of the proposed TESD-Universe may not be available in certain markets, or at all.
This could require restructuring of particular aspects of the Ecosystem and/or may result in its unavailability in whole or in part.

12.9 Views of the Company only

The views and opinions expressed in this Whitepaper are those of the company and do not reflect the official policy or position of any government, quasigovernment, authority or public body in any jurisdiction (including but not
limited to any regulatory body of any jurisdiction). Information contained in this Whitepaper is based on sources considered reliable by us but there is no assurance as to their accuracy or completeness.

12.10 Risk Factors

The following are risk factors you should consider relating to the TESDICORP token sale, Tron-Europe-eSports-Division and the projects to be undertaken in this regard.

- The Company may not raise sufficient funds to execute and deliver the TESD-Universe.
- Tron-Europe-eSports-Division may be significantly influenced by digital currency market trends and their value may be seriously depreciated due to events in the digital currency markets not related to the Company's actions.
- Tron-Europe-eSports-Division will comprise a complex software platform. Its launch may be

significantly delayed due to unforeseen development barriers.
- Digital currencies are extremely volatile. Tron-Europe-eSports-Division may suffer from such volatily.
- International laws and regulations may render the trading of TESDICORP impossible.
- The use of Tron-Europe-eSports-Division may come under the scrutiny of governmental institutions and regulatory authorities.
- The ownership of TESDICORP or following tokens may fall under new and unpredicted taxation laws that may erode their benefits.
- The company may not succeed in creating the necessary momentum and acceptance for TESDICORP or the TESD-Universe which may result in low liquidity and depletion of trades.