



Globataleat
DECENTRALIZED SPORTS

***A Blockchain platform to
decentralize sports***



Executive summary

The sports industry is “different”. It allows the emotions of entire communities of people to be set free and share vibrant moments with its fans, and allow an experience rarely found in any other industry. However, many clubs and athletes will never achieve their sporting goals, due to financial problems. The world of sports, as we know it, needs to change. Economic needs should not stop young talent from developing and sports organizations should be financially empowered to allow freedom of all global talent enable everyone.

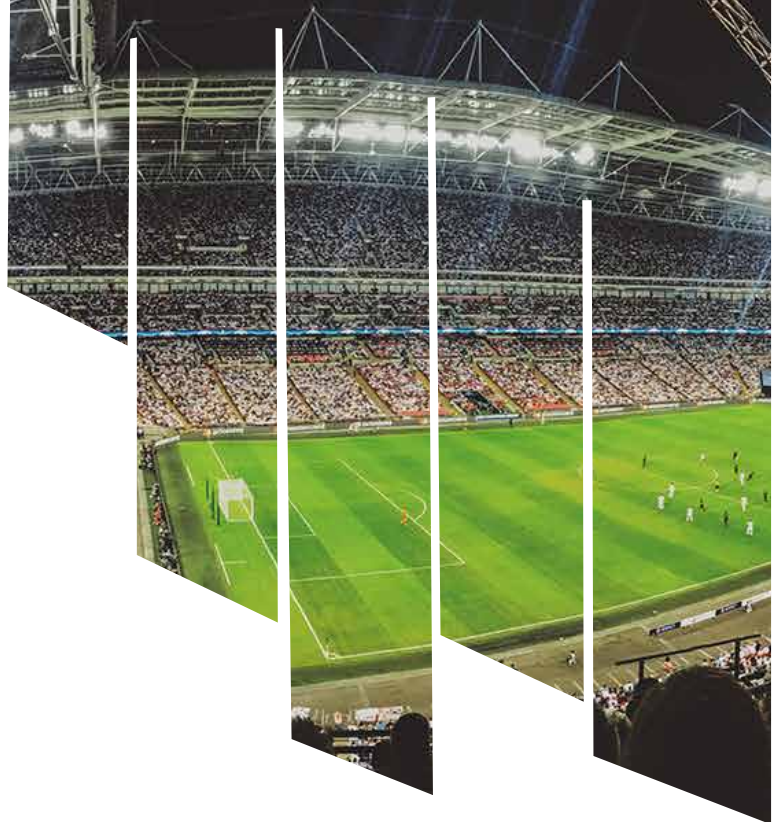
All over the world, there are countless examples of clubs that have disappeared and talented athletes who have never achieved their highest potential because of insufficient economic support, leaving them with only one option: to quit their sports career and give up on their dreams.

We believe in a decentralized world and we want to do the same for the sports industry.

The **GLOBATALENT** team has worked collectively for over 50 years in the sport industry and they are only too aware of the obstacles and disappointments behind the untold stories in the sports industry. We want to help the revolutionize global sports industry through decentralization.

GLOBATALENT, a public blockchain project, will be in charge of ensuring and applying all fair-play commitment and push for a fair sports industry to promote values like sacrifice, commitment, fair-play, effort, perseverance, determination, discipline, modesty and honesty.

GLOBATALENT will develop a tool that will allow clubs or players to sell their rights (sporting rights, image, and future incomes) to their fans. Clubs and players can be funded by the partial sale of their future income rights and allows them to continue their career or season.



GLOBATALENT is a decentralized marketplace where investors and fans can invest in clubs or players and obtain returns by buying and selling future benefits guaranteed by their image rights, player transfers, prize money, salaries, ticketing, TV contracts or any other income they receive.

Fans from all over the world will be able to invest even small amounts of money in their clubs or athletes and therefore be bound to the future revenues the clubs and players can bring in.

GLOBATALENT will reduce the club costs of buying new player rights as they will not need to work under the terms of investments funds. It will help young athletes be in direct contact with their fans and to allow them to receive financial support to continue their careers and it will create stronger bonds between fans and, their favorite sports stars and clubs.

The **GLOBATALENT** platform will help the global sports community obtain financial support to carry on their activities, promote more healthy lifestyles, and eliminate third parties that usually take advantage of clubs and athletes that have financial needs.

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The sports challenge

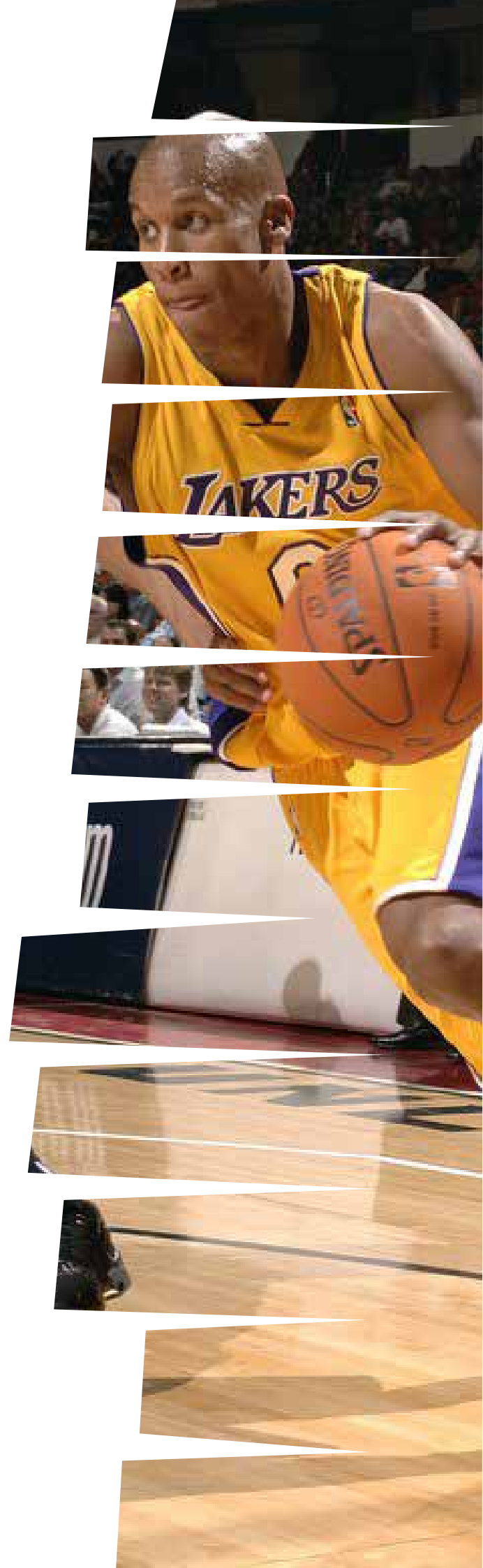
Nowadays, clubs and athletes have different ways of obtaining financial support. Their incomes usually come from TV rights, ticketing, sponsoring, hospitality, prize money and other minor sources of income.

However, a lot of clubs undergo considerable difficulties, from an economic point of view, because their cash flow is not enough to support their financial needs due to high salaries and the high interests paid to Hedge Funds.

Sponsoring rights, transfer rights and many other rights which are currently involved in sports, are centralized by just a few companies or agencies. To transfer soccer (football) players there are only a few main agents who control almost 100% of the entire market. Recently, FIFA (International Federation of Association Football) banned Hedge Funds in soccer so that they cannot control elements that contradict financial fair-play within the sport. Sports should belong to the fans and not to a selected few. We must have decentralized sports where fans can invest in their sports idols and role models. Today, a fan who loves his team can only be a supporter and does not have any other rights.

The real challenge for Globatalent is to allow sports fans to have direct contact with the athlete they choose. We propose horizontal, direct communication with sports idols instead of the limited, selective, vertical communication which is how it currently works.

The place where a human is born should not condition them to have more or less opportunities to succeed. Our challenge is to decentralize sports and support any human being with sports talent to get enough financial support to carry on his or her sports career and allow the rest of world population to help, to invest in young talent and to make a better sports world through fan support.



The sports challenge

Current club problems

In soccer, an example of this existing problem is that Hedge Funds have lent money to some clubs to purchase sporting rights of players over the last few years. They usually lend the club any amount of money at a high interest and they also keep a 30% (minimum) of the future players' rights. When the club sells the player to another club, the investment fund gets its 30% of the total amount and also the interest of the total amount the club has borrowed.

The ethics of these investment funds have been considered controversial because they sometimes force the club to sell the player only because they want to recover their investment sooner, even if it is not a good strategic decision sports-wise.

On the other hand, that same investment fund can lend millions to other clubs.

Can you imagine a UEFA Champions League Final where the best players on both teams are funded by the same investment source? This can lead to unfair influencing of team results and match outcomes. This is not science fiction, this has actually happened.

Current athlete problems

A young tennis player with a great deal of talent, needs economic support to get on the ATP Top 100 or Top 50. In his or her early stages when they are aged fourteen or fifteen years old, they need to travel all over the world to get ATP points that allows them to get on to the ATP list, but what happens if this talented youngster does not have the economic support to travel all over the world?

Currently, these young players unlikely achieve their sporting goals or if they are lucky, an investment company may support them in exchange for 30% or 60% of their future incomes from prize money, thus taking advantage of young talents due to their vulnerability and financial dependency.



The decentralized sports rights solution

GLOBATALENT is a decentralized and transparent marketplace of athletes and clubs based on Tokens.

The decentralization of sports in the **GLOBATALENT** marketplace will help ensure that everyone has access to sports financing. With **GLOBATALENT** you will be able to support and invest in athletes from anywhere around the world. It doesn't matter if you live in the USA or any other country, you will be able to help future talent in Australia, South Africa, Nigeria, Germany, Spain or any country around the whole world. We will make it available for everyone in a sustainable way and without the need to invest large sums of money.

The sports market needs to be democratized so that fans can invest in their sports role models and allow clubs or athletes to receive an income. The blockchain decentralization power allows **GLOBATALENT** to offer the worldwide population an opportunity to support their club or future sports talent, in more ways than one.

Users can buy and sell future benefit rights of players and teams whose value varies according to their performance in the real world and on the supply and demand market. Our model provides users the ability to buy and sell their tokens on the **GLOBATALENT** marketplace.

Using "smart-contracts" of different types, **GLOBATALENT** will empower and enhance sponsorship. For example, an investment using a smart-contract in which an athlete, club or other sports organization offers a long-term deal to stakeholders by "trusting" a share of their future income or other revenue in exchange for an upfront investment.

GLOBATALENT will offer athletes, teams, clubs and other sports organizations a blockchain, smart-contract based platform where their profiles, lists of their current achievements and plans for their future will be posted for consultation by all.

A club or organization would be able to obtain financing by selling a percentage of ticketing, sponsorship, TV rights, player transfer rights and/or any other future rights of the club. It will be completely transparent and open to the public. It will reduce fixed assets on the purchase of players and anticipate the moment of the sale while still enjoying the best player on their team. It would also enhance fan participation allowing them to become more loyal supporters by acquiring a share of those future rights.

Athletes would be able to upload the future benefits of their rights, prize money, salaries, etc. on the **GLOBATALENT** platform in return for a percentage of the future profits of those rights, which the athletes would decide themselves.

Due to the sale future benefit rights, athletes would be able to finance their sports careers and possibly reach a peak performance by continuing training which they couldn't have done previously. It also enables them to obtain funds by allowing them to make other investments or take advantage of any other business opportunities anticipating their future retirement.

A fan will be able to be part of his or her favorite team, identify more closely with a sports role-model, feel like they are part of their club, and at the same time, receive revenue when their athlete's or club's performance improves.

Any fan will be able to invest in sports and obtain important incomes and be part of the sports business world, which at the moment, is limited to only a selected few. It would be decentralized and open to all, thanks to the **GLOBATALENT** blockchain platform.

The decentralized sports rights solution

The solution for clubs

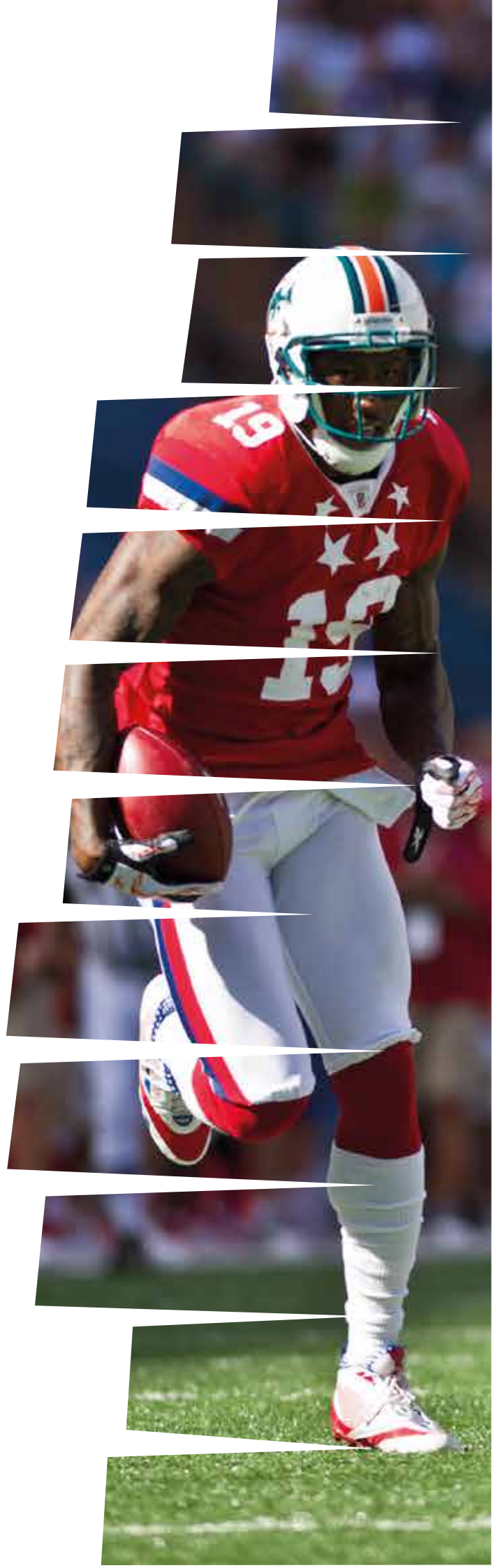
GLOBATALENT will help clubs receive financial support, decentralize the sports industry and allow fans to invest in their teams. Through the **GLOBATALENT** platform, clubs will be able to sell and tokenize their rights and receive profits and benefits in advance while enjoying their all-star players' performances.

Fans will be able to buy future benefits of the club that they support and at the same time are able to make investments and receive profits.

We have already mentioned rights for player transfers, but **GLOBATALENT** will also allow the ability to tokenize future benefits of any rights such as image rights, TV rights, sponsoring rights, etc.

The solution for athletes

GLOBATALENT will allow young players to sell part of their future incomes without having to have an everlasting mortgage on their life. Fans will become interested in supporting a young talented player and receiving a profit for doing so. The **GLOBATALENT** community will make sure that young athletes will have a chance to manage their own lives and benefit from their own talent.





The decentralized sports rights solution

An example of an athlete who is able to “connect” with fans and their financial requirements:

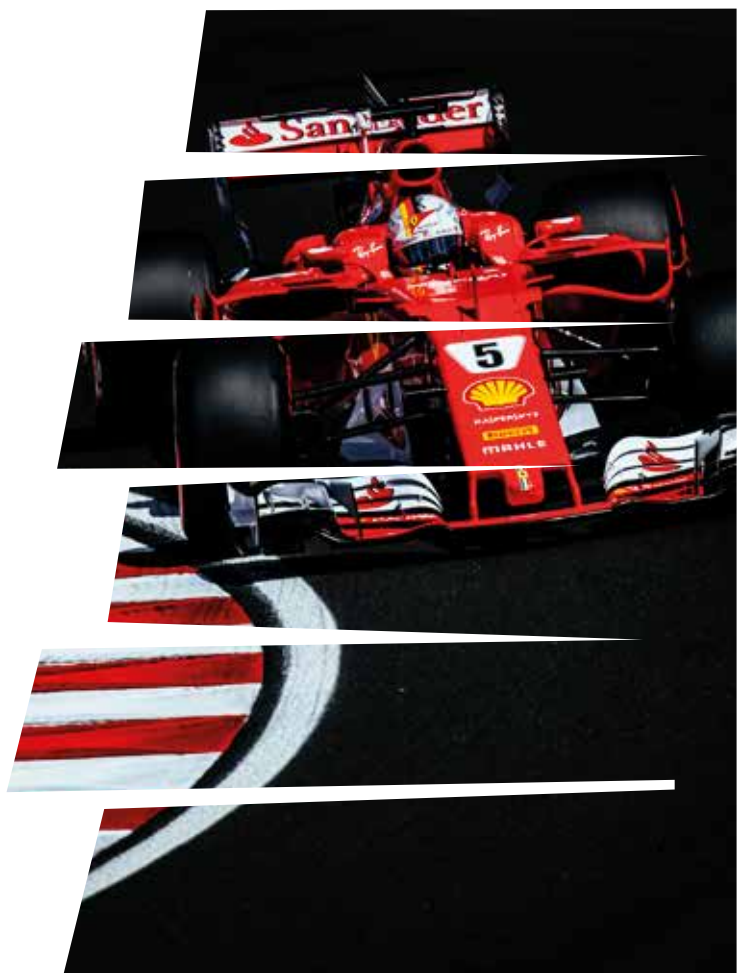
Lenny is 18, a young, professional racing driver on the rise. He just came in third at a race in Nurburgring, after also achieving several podium positions during the season. However, he still can't afford to hire a personal manager and he is not well-known enough to attract sponsors. Lenny and his family are struggling to finance his training, nutrition, travel and accommodation costs. Costs are increasing as his career evolves, while funds to support him remain the same. Lenny has calculated that annual costs for an optimal racing campaign are approximately \$150,000.

After analyzing his career he determines that within 4 years his race-driving career will improve to the point where he would be able to have major corporate sponsor's support and fund his own running costs. Lenny then decides he will offer 25% of all his future sponsorship proceeds received within the next 15 years, in exchange for a \$500,000 investment on “him”, on his career, on his potential talent. He opens a personal account on the **GLOBATALENT** platform, setting the investment goal at \$500,000 and marking the predetermined option to offer 25% of future sponsorship proceeds in exchange for an upfront investment of 500,000 USD.

Due to his good track record, professionalism and dedication, investors are aware of his potential. Within six months, Lenny is able to reach the full investment goal of 500,000 USD contributed by 1,659 investors. He pockets 357,143 **GLOBATALENT** Tokens (the value of 1 GBT Token at that moment is 1.40 USD). the GBT Token is cashable on several exchanges, he is able to sell them at the market price of 1.40 USD and within 4 days he will receive the amount of approximately \$500,000 into his bank account.

He will now be able to focus on his training and stop worrying about the finances needed. At the age of 21, Lenny manages to join the Williams F1 Team, and by the end of the season, his points rank him as sixth in the F1 Drivers Championship. He then signs a sponsorship agreement with a major sunglasses and wristwatch company, which Lenny is entitled to \$2.5 million annually, for 5 years.

Since young Lenny signed a **GLOBATALENT** agreement with his investors, Lenny is required to transfer 25% of this sponsorship money to them. Investors get \$625,000 each year, which means their initial investment is repaid within the first year after Lenny signs the sponsorship agreement and each year after it is pure profit. **GLOBATALENT** made it possible for Lenny to consolidate and to continue his promising career. Investors who identify such talent and support it early on, can expect sizable returns during the span of an athlete's career.



The decentralized sports rights solution

Our athlete, sports fan and investor decentralized service

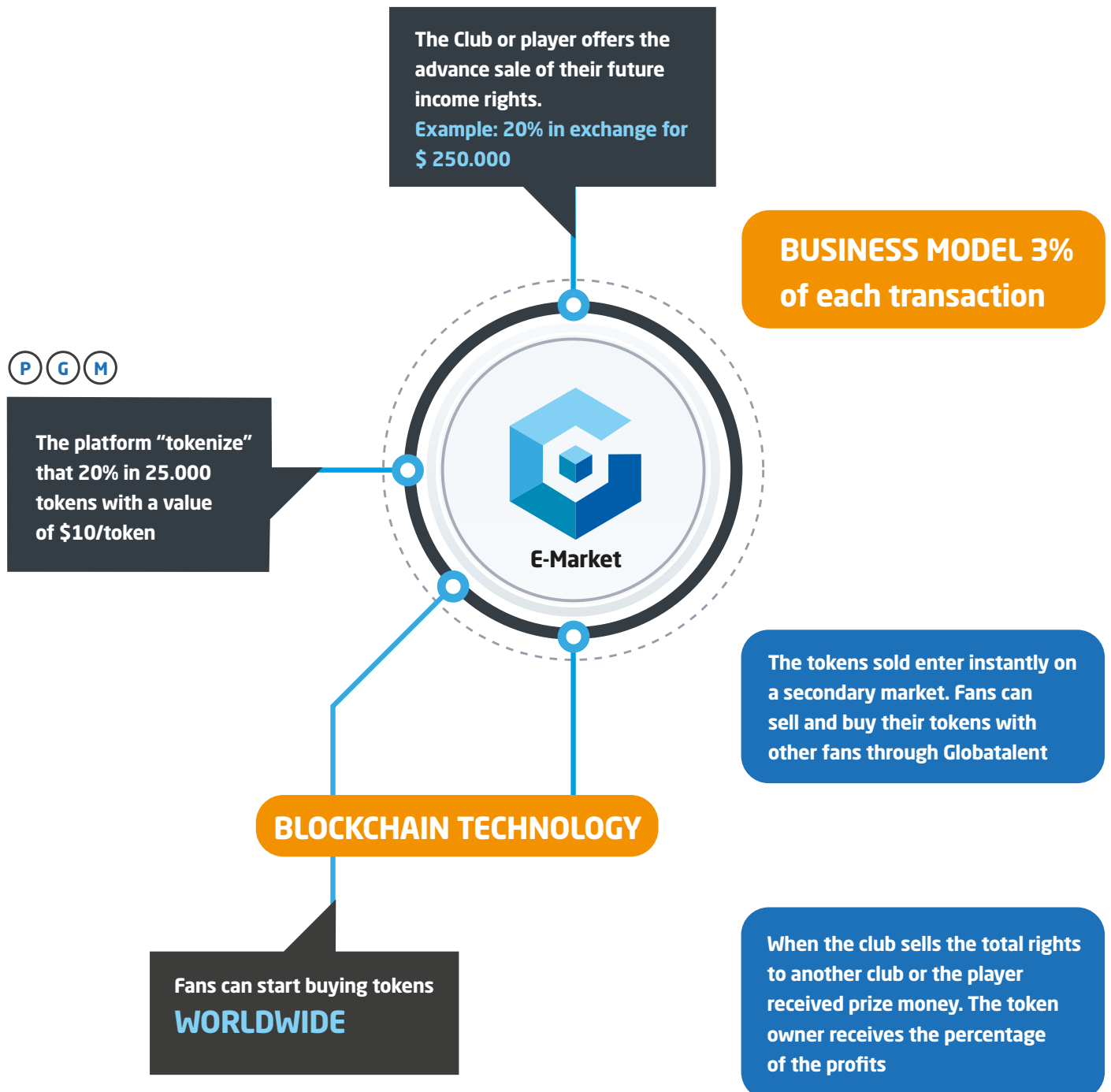
GLOBATALENT in order to offer a transparent, decentralized service and offer a real tool for those clubs and athletes to be supported, would get 3% of all tokenized purchases.

GLOBATALENT will keep 33% of all the Fee transactions to support the **GLOBATALENT** Youth Program a fund for young athletes with no economic resources to develop their sports and their academic careers.

Clubs or athletes all over the world will be able to submit their application form to apply for funds from our platform. The **GLOBATALENT** community will analyze, discuss and select the best proposals.



Our model sale of right



Sports access for everyone

Athletes are talented, determined, and intelligent. Individuals work hard to maintain a healthy lifestyle and hope to be successful in their respective disciplines.

People look up to their favorite athletes and their teams, which is why we want people to feel they are also an important part of them, that they have participated and have been there from the beginning of a potential successful sports career.

The **GLOBATALENT** sports-market seeks to transform sport investment models by offering a worldwide, available, and an open platform that will allow each user to decide where to invest by providing information of the relevant athlete or sport, beyond the user's knowledge.

We will offer a new way of investing in sports in which each person can decide who to help and will not be limited by their knowledge of the sport or how much information they may have. Our blockchain will make investments easy, help talented athletes in a global and an adequate way. With this new investment model, we will no longer have a middle man who may want to benefit from our athletes or teams through their own bidding. Every athlete will have a fair, open pathway to effectively demonstrate their talent and be able to reward their fans for it.

Millions of fans will be able to invest in rising athletes or future all-star players by supporting their sports careers and profit from their success.

This platform aims to help those talents to reach their best potential and help the less athletically talented ones to invest in those with more talent and be able to share their success. It is a win-win for both parties.

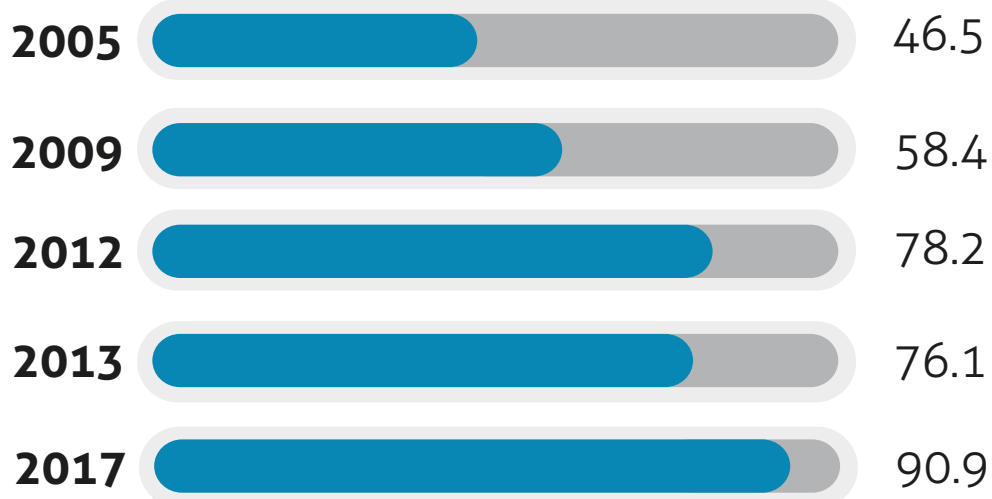


The sport market

At the end of 2017, the global sports-market generated revenue of approximately \$91 billion. That same year, revenue from the sports merchandising market in North America reached 14.2 billion U.S. dollars. The statistics depict the revenue generated in the global sports market from 2005 to 2017.

Global Sports-Market

Total revenue from 2005 to 2017*



* Sports market revenue in billions U.S. Dollars



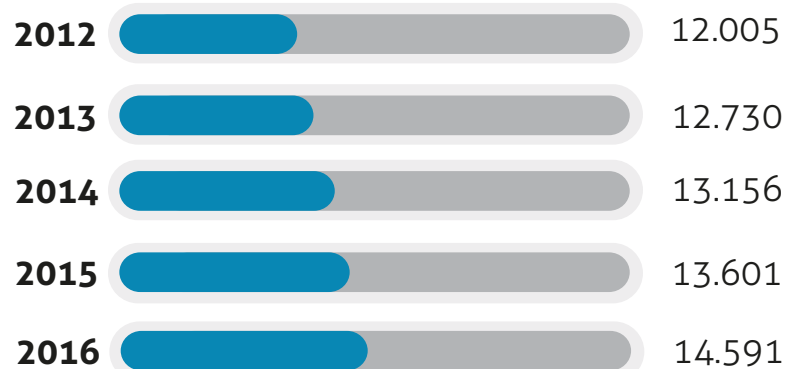
The sport market

International soccer transfer market activity

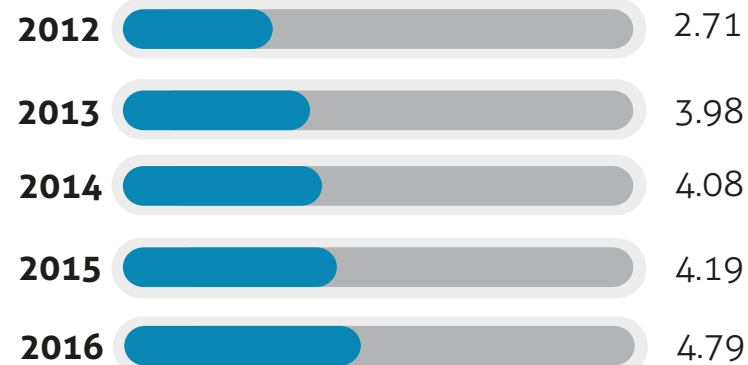
According to the International Transfer Matching System (ITMS) from FIFA, the number of transfers completed each year has been increasing steadily, and a new record was set in 2016 with 14,591 international transfers.

Spending on transfer fees has also reached a new high at \$ 4.79 billion. The 14.3% increase from the previous year was the largest since 2013. Since October 2010, \$ 22.67 billion was spent on transfer fees.

Total number of international transfer by years



Total spending on transfer fees by years



The sport market

Tennis global economy

The TIA (Tennis Industry Association) in the U.S.A., in its last report, estimated the global tennis economy at \$5.94 billion in 2015, recording an almost 4% growth in comparison to 2014.

A total of \$50.4 million was handed out at the end of the last Grand Slam year, being the largest sum of prize money in tennis history. The men's and women's singles champions each received a check for \$3.7 million.

Most of the high-ranking players are also locked into endorsements with top sports and luxury brands, banking multiple times their on-court earnings in any given year.

On the following list, we can see the 10 highest-paid tennis players of all time, based on on-the-court winnings.

10 highest-paid tennis players of all time

1. Novak Djokovic	\$109,805,403
2. Roger Federer	\$107,780,560
3. Rafael Nadal	\$86,289,532
4. Serena Williams	\$84,463,131
5. Andy Murray	\$60,807,644
6. Pete Sampras	\$43,280,489
7. Venus Williams	\$37,928,590
8. Maria Sharapova	\$36,585,213
9. Andre Agassi	\$31,152,975
10. David Ferrer	\$30,690,257



The sport market

Motorsport market

According to a recent study from IndustryARC, the global market value of motorsports was \$3.3 billion in 2015. The revenues are accumulated from different channels like sponsorship, advertising, ticketing, merchandising, hosting fees and broadcasting.

The motorsports market led by the growth of the Formula Racing format across the world, will exceed the \$6.5 billion mark by 2022 at a CAGR of 9.6%.

F1 has been changed from an amateur hobby into the world's most-watched annual sports series with 400 million viewers last year and an \$8.0 billion value as Forbes revealed last April.

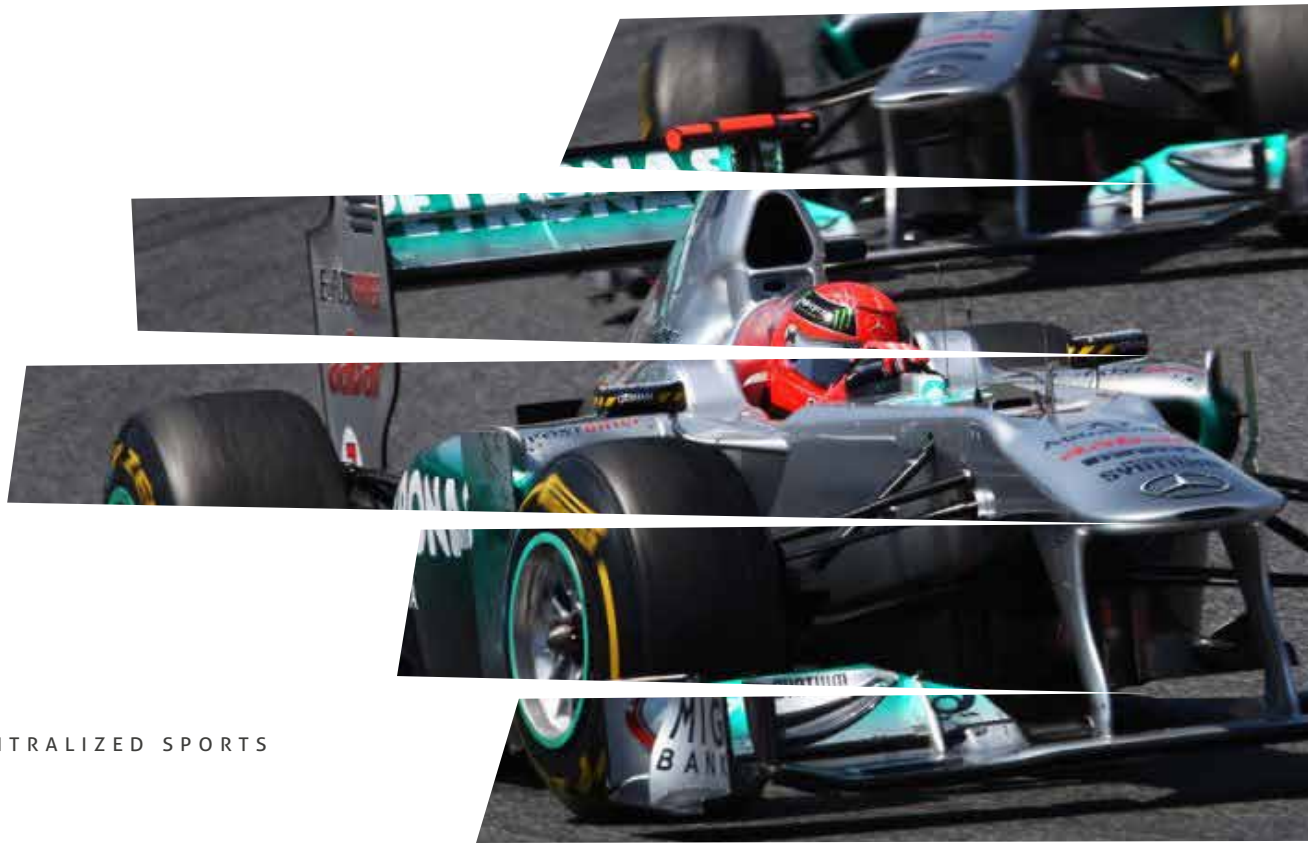
As an example of the driver's income, Sebastian Vettel is the highest paid Formula One driver in the 2017 season with a record three-year deal with Ferrari worth \$150 million. He is also one of the highest paid athletes in the world. Lewis Hamilton also signed a new three-year deal to remain with Mercedes and the value will be worth up to \$40 million now that he has won the title.

Basketball business

The average National Basketball Association franchise is now worth \$1.36 billion, a 3.5 fold increase over the last five years. Fueling the gains are the NBA's \$24 billion media deal with ESPN and TNT that kicked off this season, a new collective bargaining agreement ensuring seven years of labor peace and massive international opportunities.

Sponsorship spending on the NBA and its 30 teams totaled \$799 million in the 2015-2016 season, an 8.1 percent increase from the previous year, according to IEG research.

The 2017-2018 season marks the first of a three year trial period by the NBA to place sponsors hip logos on player uniforms in a move to generate additional revenue. Now, 14 teams have already reached agreements that sum approximately \$118 million and a \$250 million potential in the following years.



Architecture overview

Ethereum provides a optimal technical infrastructure to build the GlobaTalent Sports Blockchain platform, as it has an ecosystem of decentralized applications that GlobaTalent can integrate perfectly with. The **GLOBATALENT** Tokens comprises the following elements:

Layer 0 - Blockchain Ethereum:

In the Blockchain Ethereum network, a Smart Contract is executed that will generate the total of the Tokens with all their properties. At this time the Tokens exist as one more address in the Ethereum network will and include some applications that can be called to operate with.

Layer 1 - Exchange:

Once the Tokens are created, they are sent to another smart contract ERC20 of the Crowdsale that will manage the distribution of the Tokens using an Exchange as a platform. The GlobaTalent Token will be a Token of Security type and the Tokens of each of the athletes that enter the ecosystem will have their Tokens based on the original GlobaTalent Token, a fork, the difference will be the name of the Token, its symbol, the number of Tokens issued and the price. Depending on whether the Token is Security or Utility it can be obtained in a private or public Exchange. In the Exchange you can trade the Token with fiat money and also with different cryptocurrencies.

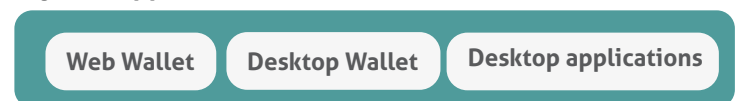
Layer 2 - Integration:

In the integration layer are the APIs and Libraries that will have the function of intermediaries between the lower layer (Exchange) and the upper layer (Application), using the communication protocols and calls to different intermediary smart contracts.

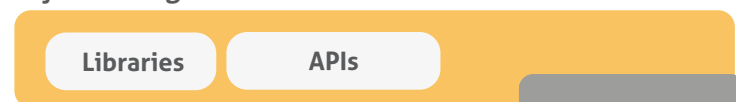
Layer 3 - Application:

It is the upper layer, where the user is offered a variety of utilities or tools so that he can operate safely with his Tokens. It can be a Wallet as a desktop client, Web Wallet or desktop applications that allow you to customize your usage preferences in order to access information about the status of your Tokens any time.

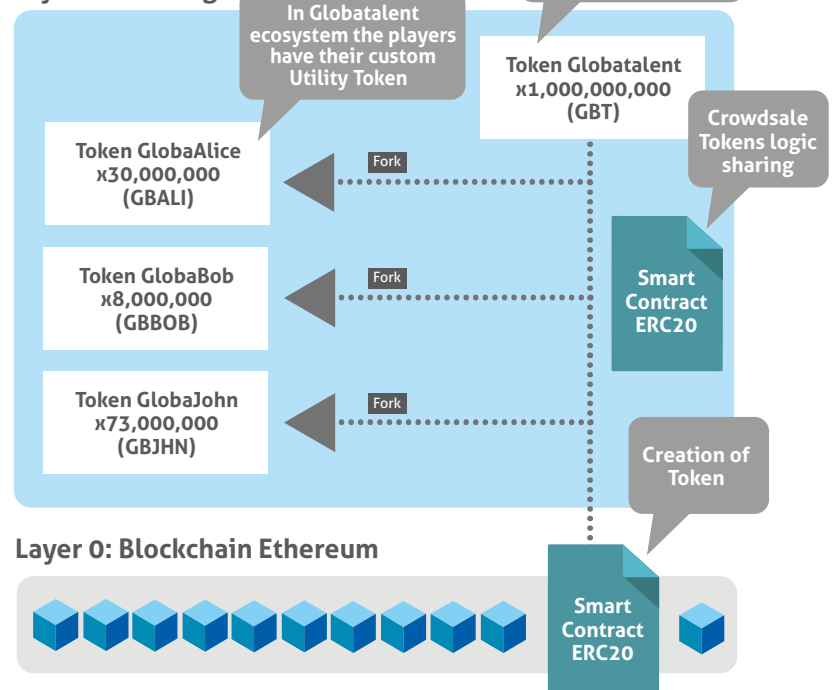
Layer 3: Application



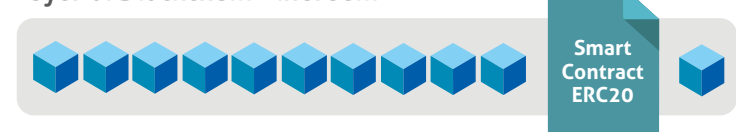
Layer 2: Integration



Layer 1: Exchange



Layer 0: Blockchain Ethereum



Architecture overview

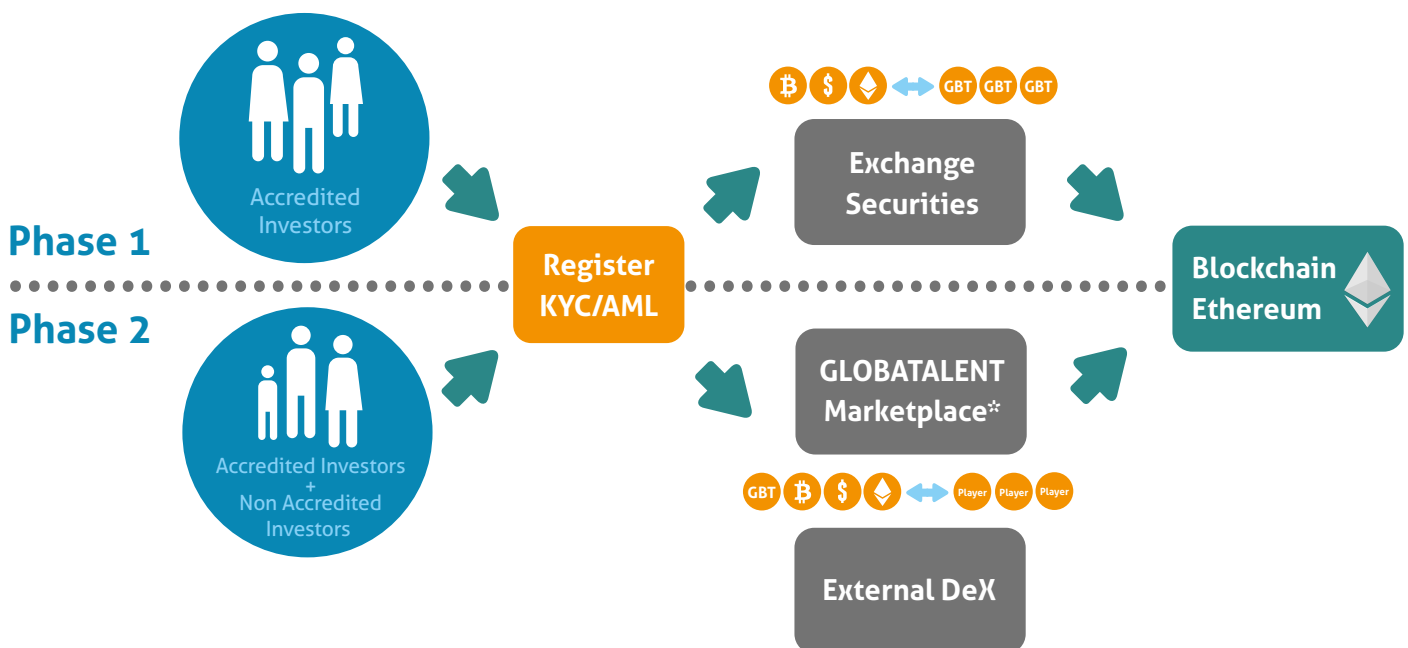
Process to obtain tokens

GLOBALTALENT Tokens (GBT) being security tokens will be limited to users who are accredited investors. Depending on the investor's country of origin, it will be necessary to meet a series of standard requirements. Once all the data of the KYC / AML have been completed and verified, the user will have access to an exclusive Exchange of Tokens of Securities type where he can buy the amount he wants, and he will be able to make the payment in fiat currency, bitcoins, ethereum or any of the other cryptocurrencies accepted by the Exchange.

GlobaPlayer Tokens will be generated based on Smart Contracts executed based on individual athlete or clubs who are raising an investment. Once an individual GlobaPlayer token is generated, the **GLO-BATALENT** platform will host the token on a Decentralised Exchange (DeX) on the GlobaTalent platform and on an external DeX. This will allow for the transfer of value between the different major fiat (e.g. USD, GBP etc.), crypto (e.g. BTC, ETH etc.) and the native GBT token in exchange for the GlobaPlayer tokens. Investors of GlobaPlayer token will be allowed to operate to a greater or lesser extent depending on the degree of verification that they choose to complete based on regional KYC/AML requirements.

The Tokens of the players can be purchased with fiat currency, bitcoin, ether and also with GlobaTalent GBT Tokens (Phase 1). The user who holds Tokens GBT and wants to use them to buy player Tokens will be charged discounts on the price.

All transactions carried out will be registered in the Blockchain of the Ethereum network.



*For non-accredited investors, the ability to trade Player tokens will depend on the Citizenship and Domicile status determined by KYC/AML/CFT outcome.

Architecture overview

How the token works

The registered user calls a Token contract because he wants to buy an amount of those Tokens. This contract ERC20 communicates with the ICO implementing the "TokenController" contract to perform the necessary checks and if everything is OK to perform the operation.

If all is well, the ICO contract will do several things, call the Token Holder and execute the function that is responsible for removing the Tokens from the Vault, and the ICO contract sends the Tokens requested by the user to the user Address.

At the same time, the ICO sends the ETH to the Wallet Multisig. If the payment is made with Fiat, it would go to a bank account through an e-commerce system with a bank gateway, and if the payment was made with BTC to a **GLOBATALENT** BTC wallet. Payments in GBT would go to the Vault again, to a specific Address.

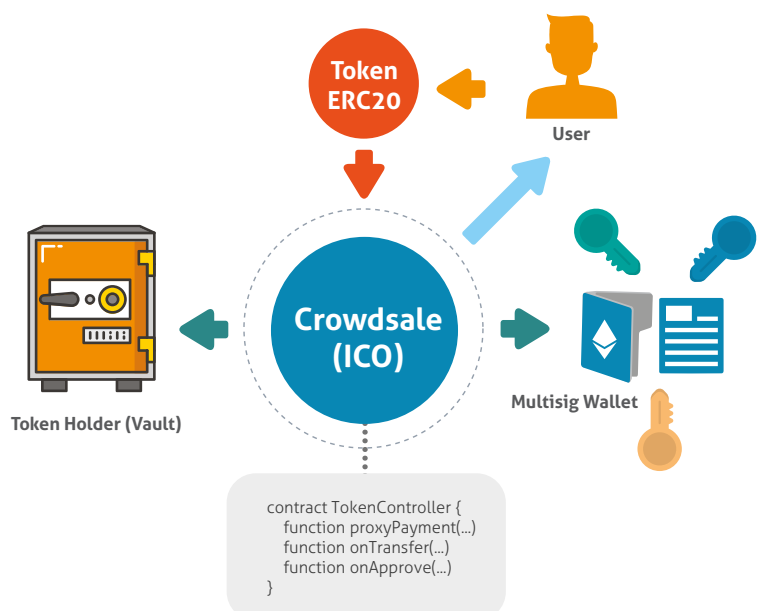
The Token Holder, an example of use, I release 10 million Tokens, but for sale I put 5 million, and the other 5 million will be distributed among the bounty program, advisors, equipment, etc, and another part it stays in reserve if we want to do another ICO, well, these Tokens are the ones that go to the Token Holder (Vault). Each division of Tokens goes to different contracts (Address) that will keep the saved Tokens there and that will be subject to a series of rules such as lockup periods.

In case of wanting to take out the Tokens that we have saved, for example those of reservation, an optional contract could be implemented that makes the Multi-sig function, that is, that can not be obtained without the consensus of several people of **GLOBATALENT**. We could ask this from our platform, it is simply a contract that calls another. There will be a contract that will be to which the sales Tokens will go and which will have no restriction, so if the Smart Contract of the ICO asks me to make a transfer this will be done, provided that the minimum requirements are met.

CONSTRUCTOR:

```
// @notice Constructor to create a MiniMeToken
// @param _tokenFactory The address of the MiniMeTokenFactory
// contract that will create the Clone token contracts, the token
// factory needs to be deployed first
// @param _parentToken Address of the parent token, set to 0x0 if
// it is a new token
// @param _parentSnapshotBlock Block of the parent token that
// will determine the initial distribution of the clone token, set to 0 if
// it is a new token
// @param _tokenName Name of the new token
// @param _decimalUnits Number of decimals of the new token
// @param _tokenSymbol Token Symbol for the new token
// @param _transfersEnabled If true, tokens will be able to be
// transferred
function MiniMeToken(
    address _tokenFactory,
    address _parentToken,
    uint _parentSnapshotBlock,
    string _tokenName,
    uint8 _decimalUnits,
    string _tokenSymbol,
    bool _transfersEnabled
) public {
    tokenFactory = MiniMeTokenFactory(_tokenFactory);
    name = _tokenName; // Set the name
    decimals = _decimalUnits; // Set the decimals
    symbol = _tokenSymbol; // Set the symbol
    parentToken = MiniMeToken(_parentToken);
    parentSnapshotBlock = _parentSnapshotBlock;
    transfersEnabled = _transfersEnabled;
    creationBlock = block.number;
}
```

- The registered user calls a Token contract because he wants to buy an amount of those Tokens.
- The ERC20 contract communicates with the ICO implementing the "TokenController" contract to perform the necessary checks and if everything is OK to perform the operation.
- The ICO contract will do two things, one call the Token Holder and execute the function that is responsible for removing the Tokens from the Vault. At the same time, the ICO sends the ETH to the Wallet Multisig. If the payment is made with Fiat, it would go to a bank account through an e-commerce system with a bank gateway, and if the payment was made with BTC to a GlobataleNT BTC wallet. Payments in GBT would go to the Vault again, to a specific Address.
- The ICO contract sends the Tokens requested by the user to the user Address.



Architecture overview

How the token works

The Wallet Multisig also works with a Smart Contract, serves for something similar to the Token Holders, the difference is that instead of being a Smart Contract who dictates when you can get what it contains (ETH) is a consensus of people. This generates confidence in the community, so it is more difficult for a single person to do what they want with the Ethers earned by the purchase of Tokens.

For each Token we have two contracts, the contract that generates the Token with all its characteristics and the contract that controls the sale of that Token. In this last contract there will be a method that will be called "sendTokens", then from the outside, offchain, from any platform that allows you to pay with bitcoins (like Bitpay), you receive the payment in BTC or in any other cryptocurrency, when that platform tells you that you have already received the BTCs, a call to the "sendTokens" method of the contract will be made, which takes advantage of the sale of a specific Token and sends them to the address that you tell them.

All this would be done in our own Exchange through Web3, which is a Javascript API compatible with Ethereum, and will be used to make calls to Ethereum and tell it to send Tokens to a contract or Address. **GLOBATALENT** will eventually develop the Exchange with the implementations in JavaScript, Python, etc. Also, the payment gateway in Fiat will have to include an e-commerce module to pay with MasterCard, Visa or similar, through a bank gateway.

Token sale summary

This document explains the distribution of GlobaTalent (GBT) Tokens and the details of the token sale; it also briefly explains the purpose of a GlobaPlayer token and its function within the sports blockchain.

Use of tokens

For the Token Generation Event, GlobaTalent will issue a single token identified with the ticker GBT. GBT has been classified as a security token based on its intended function.

The initial set-off of the platform will be through a crowd sale dashboard accessible via www.globatalent.com offering 500,000,000 of the 1,000,000,000 initial GBT. GBTs will be distributed in two crowd sales; (1) a private pre-sale; followed by (2) a public sale.

Token 1: GBT

The GBT is an Ethereum based token implemented as ERC20 and is a security token that allows for participants to contribute and engage in building a sports blockchain ecosystem.

There will be 1,000,000,000 GBT in existence and no more GBT will be issued after the token sale period is over. About 2% of the GBT tokens, to ensure a wide distribution, will be airdropped to users of the community and relevant Ethereum blockchain projects that will add value to the GlobaTalent platform.

Token 2: (e.g.)

[GlobaPlayer1](#), [GlobaPlayer2](#), [GlobaPlayerN](#)

The centerpiece of the project will be the blockchain's ability to tokenize clubs and individual players. Each instance of a club or player on the blockchain will be represented as its own token. Once the platform is up and running, each of these tokens will be created using its own smart contract Funds raised for a token will have the following allocation:

Token 2	(e.g.) GlobaJohn	
Funds towards Players/Clubs	Up to 97%	Costs incurred specific to the token will be accounted for within this allocation.
GlobaTalent token holders (Air-drop)	1%	GBT holders will be rewarded proportionately.
GlobaTalent	1%	Funds will be used in the upkeep of the GlobaTalent platform.
Youth Program Promotional Funds*	1%	Community will have a say in what talent to invest in.

*The Youth Program Promotional Fund will be a corpus that will aggregate contributions from all GlobaPlayer tokens. The GlobaTalent community, on a timely basis, can exercise their tokens to vote for individual players or sports based non-profit organisation who require assistance and have applied for access to the funds held in the Youth Program Promotion.

Token sale summary

Token sale details

Token Symbol	GBT
Private Pre-Sale	A round of private sale with take place before the Public Sale
Primary Crowd Sale	ICO Start 2018-04-16 00:00:00 UTC ICO End 2018-05-06 23:59:00 UTC
Soft Cap	USD 15,000,000
Hard Cap	USD 35,000,000
Maximum numbers of token generated	1,000,000,000 tokens
Maximum available for purchase	500,000,000 tokens
Platform (Token type)	Ethereum (ERC20)
Accepted Currencies	ETH, BTC, Fiat
ETH/USD ratio	The price of ETH will be fixed based on the ETH average price for 2 weeks prior to the Private pre-sale start date
Token Release Schedule	The ICO completes either end of Primary Crowd Sale or when the Hard Cap is reached. Tokens will be distributed at the end of the ICO.
USD Price per token	USD 0.07
Discount	Refer Table Discount Schedule

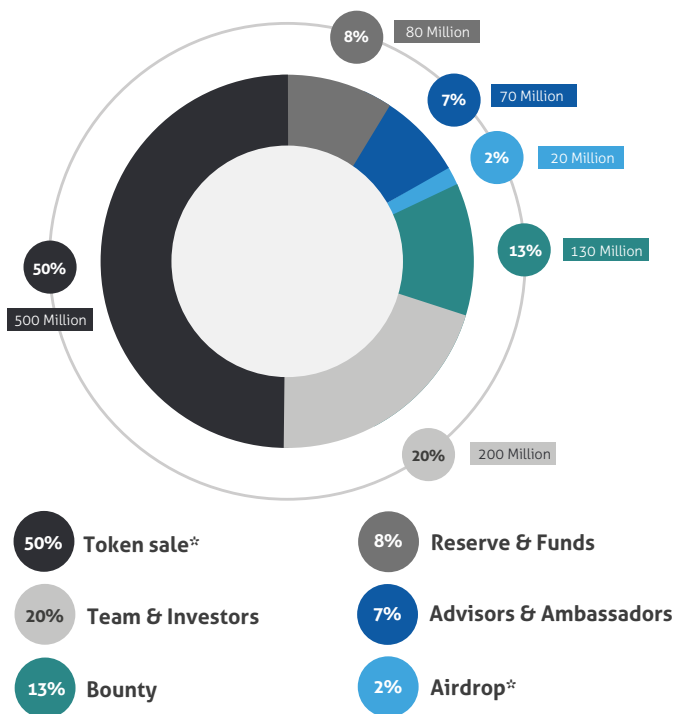
Discount schedule

Stage	Discount	Timeline**
Private Pre-Sale*	Up to 45%	To be concluded 2 weeks before Public Sale
Public Sale Week 1**	15%	16th April 2018 - 22nd April 2018
Public Sale Week 2**	10%	23rd April 2018 - 29th April 2018
Public Sale Week 3**	0%	30th April 2018 - 06th May 2018

* Discounts will be made available based on investment size. Please reach out on Telegram/Website for specific details.

** Timelines are tentative and will be confirmed on social channels nearer to the Mar/Apr 2018.

Token distribution summary



* The allocation of 500,000,000 GBTs is indicative of the maximum tokens that will be minted as part of the token sale allocation. For instance, if 400,000,000 GBTs are sold, only these number of tokens will be minted as part of the token sale allocation.

Important

- (1) Instructions to participate in the Sale will be provided on our social media channels and email.
- (2) Only Accredited Investors can participate in the token sale.
- (3) The Token Sale event will take place over a secured platform that specialises in validation of participants through country-specific KYC/AML procedures.
- (4) Do not send your currencies to any contract or contact outside of the platform, details of which will be published closer to the time of the sale.

Token sale summary

Token lock-up period

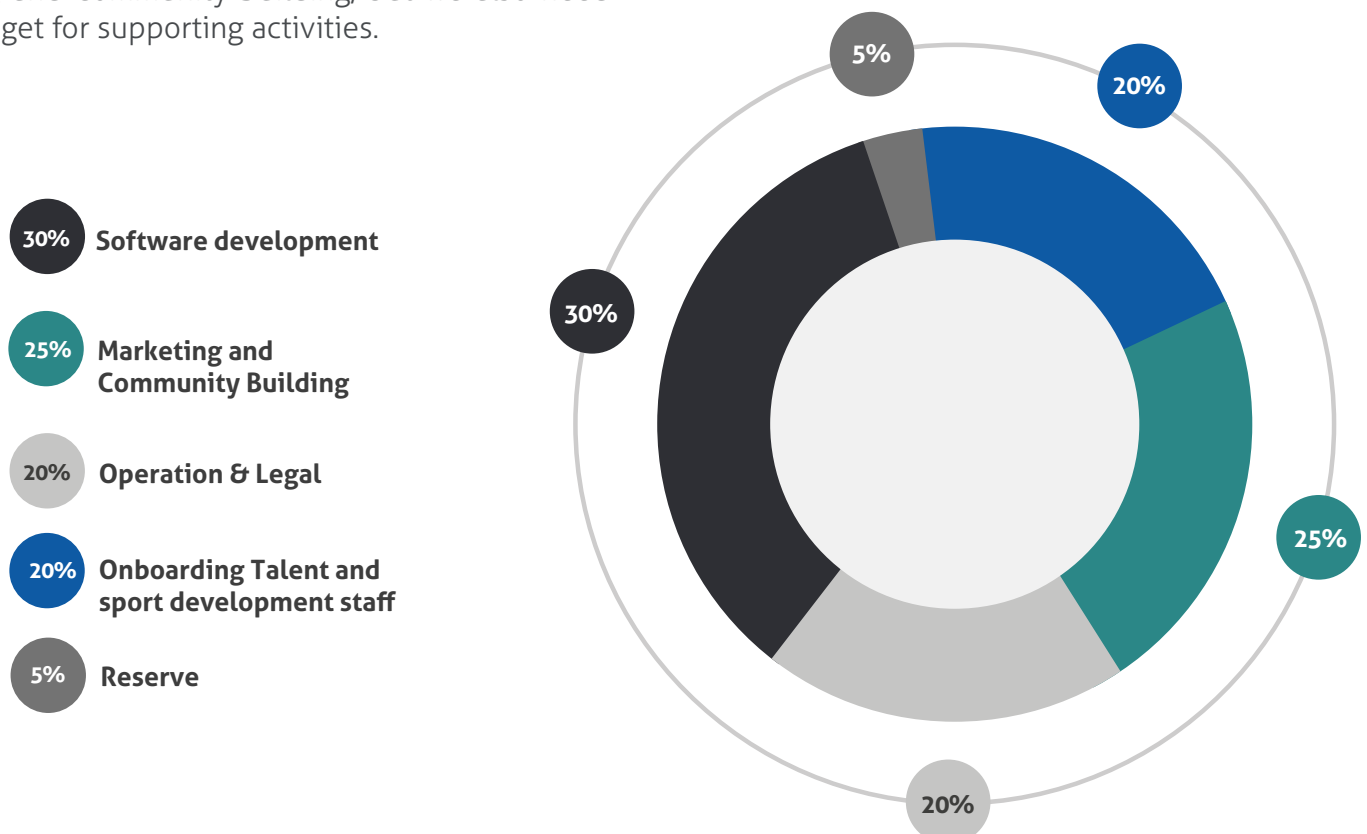
The Token Lock-up schedule reflects a fair incentive based schedule. The token release schedule incorporates the role each participant plays and the value they bring to the project and ensures the participants implementing the project are engaged for longer term on the project.

Early investors are rewarded for their early strategic support to the project by unlocking a portion of their tokens. At the same time, Public sale investors have 20% of their tokens locked until 6 months to ensure they are engaged with the project until at least a version of the mainnet will be available. Token Lock-up period starts at the official end of the ICO.

Token Holder	Lock-Up Period Schedule	%
ICO Investors	Lock up 20% until 6 months	50%
Airdrop	Unlock 25% tokens every 3 months from ICO date	2%
Team	Unlock 40% after 12 months Unlock 40% after 12 months Unlock 20% after 12 months	18%
Advisors	Unlock 20% after 2 months Then unlock 20% every month	7%
Reserve	Unlock 50% after 18 months Unlock 50% after 18 months	8%
Bounty	No lock-up	13%
Early Investors	Unlock 40% 1 day after ICO Then unlock 20% every 3 months	2%
Total		100%

Use of funds – allocation summary

The funding will be allocated to multiple aspects of the project. The largest part will serve for developing the **GLOBALTALENT** platform and the Marketing and Community Building, but we also need budget for supporting activities.



Token sale summary

Software development, IT Infrastructure & Security

A main part of our budget will be allocated to development. Since software development requires mostly the labor of skilled employees this part of our budget will be used to pay our software developers and analysts. Funds will be used so that the appropriate security and IT infrastructure is made available to ensure software delivery from the testnet to the mainnet with utmost quality and in a timely manner.

Marketing & Community building

GLOBATALENT is a unique blockchain project that requires hands-on involvement of ensuring that the impact of decentralisation is effective with a strong sense of community. To this effect, we have to ensure that enough funds are allocated to the outreach of local, regional, national and international communities around the world. The marketing budget will be used to create awareness and engagement of the possibilities of our platform.

Onboarding talent and sport development staff

Given the local and international nature of the outreach it will be vital for **GLOBATALENT** to have the right personnel in the office and on the ground at strategic intersections of specific sports and countries (e.g. Cricket in India, or Football worldwide etc.). This is both a labor and capital intensive endeavour.

Operations & Legal

The budget allocated to operations is to run the supporting organization, to rent the office space and equipment, have proper means of communication, provide a level of support to the platform user, etc. Also, ensuring GlobaTalent has the right legal contracts with suppliers, players, clubs on an ongoing basis.

Contingency budget

This budget is the GlobaTalent 'reserve fund'. This will be used when new budget needs arise, or when one of the other budget lines was underestimated and runs out of funding.

The team



Sunil Bhardwaj

Co-Founder & CEO



Sunil is the CEO and Co-Founder of Globatalent. He has gained over 20 years of experience as a General Manager within the top Basketball leagues. He also has over 10 years experience as a Marketing Chief Officer. Sunil's vast experience includes being involved at one of the top worldwide TV broadcasters – Mediapro Limited Company who own the football Championship broadcasting rights as well other major sporting events. A natural and successful entrepreneur, Sunil started his first company at the young age of 23 years old with more than 13M of capitalization.



Ferrán Martínez

Co-Founder
Strategic alliances advisor



Ferrán is a former professional basketball player and Olympian. Since leaving the physical side of sport, he has become a successful entrepreneur and investor. Qualified with an E-MBA from La Salle and Saint Mary's College of San Francisco, Ferrán became a partner of several technological companies. He specializes in investing in startups, especially Fintech, Quantum computing and Blockchain. He has a solid track record in financial markets and wealth management. He has led private "Sports & entertainment" banking units at UBS, Banc Sabadell, Mirabaud and Andbank, as well as publishing books on investment and management skills.



Alex Preukschat

Co-Founder
Blockchain strategy



Alex is the Co-founder and Blockchain Strategy at Globatalent. He is passionate about the social transformation propitiated by the technology and the P2P economy. He is an advisor for strategic development and project management in the Blockchain ecosystem. He has gained an incredible level of experience in the financial sector (FinTech) as well as in the tourism industry. Alex is also the Co-founder of BlockchainEspana.com and the Co-ordinating author of the Blockchain bestseller LibroBlockchain.com. His writing ability doesn't stop there as he is also the co-author of the world's first graphic novel about Bitcoin (BitcoinComic.org), as well as mobile games which were inspired by the world of cryptocurrency from MoneyFunGames.com.



Iñaki Cabrera

Co-Founder
Sports & Business advisor



Iñaki is another of Globtalents co-founders. He is also Territory Commercial & MKT Manager Southern Europe at Wilson Racquets Sports. The sports industry is in his blood and he has gained over 20 years of experience in the field. Iñaki has developed his career with different positions at sport brands like Quiksilver, Adidas and currently within Amer Sports Group. In his career, he has been an active contributor in promoting and developing the tennis industry. He is a holder of a BSc in Sport Management and a MBA in Business Administration.

The team



Javier Domínguez

CTO



Alfonso Río

Computer engineer



Ali Hararwala

Blockchain advisor



Alejandro Martínez

Solidity engineer



Óscar López Ruiz

Blockchain engineer



Dušan Zvonár

Front end engineer



Robert Spitz

Press manager



Daniel Pozo

Digital marketing manager



Advisors



Juan de Dios Crespo

Head of sports law department



Partner of the firm, specialist in sports and EU and international law. Arbitrator of the Valencia Chamber of Commerce as well as in proceedings at the ICC of Paris. President of the Sports Law Section of the Valencia Bar. Speaker in seminars and masters of Sport Law and Professor of International Contracts. He has published numerous legal papers and books. He is an arbitrator of the European Handball Federation (ECA) and of ALADDE (Latin American Association of Sports Law). He is a member of the BASL as well as the IASL. He is also a LL.M. ISDE (H.C.)



Ricard Casas Gurt

ACB Professional Basketball Coach



ACB Professional Basketball Coach.
2001-14 European Gold Medal 2011.
More than 27 years in the basketball elite.
Valladolid (ACB). Vive Menorca (ACB).
Pamesa Valencia (ACB). Spain Selection Promises.
2nd FC Barcelona coach.



Daniel Díez

Blockchain advisor



Global Head of Blockchain @UST Global. Professor ESIC Business & Marketing School. Co-Author @LibroBlockchain. Innovation consultant & tech entrepreneur, focused on the business engineering side. Cryptocurrency / Blockchain / DLT early adopter (2011) with an extense track-record as researcher, mentor, founder & business developer. Former Co-Founder and BDO at Furai.co, Blockchain Toolkit, Bit2Me & YUROHS.



Jonathan Quali

eSports Advisor



Former French national team cyberathlete (eSports).
Blockchain and crypto enthusiastic.



Omar Dweik

Sports Advisor



Former captain Jordanian for all National Team.

Supporters



Luis Suárez

Globatalent Supporter



Luis Suarez is one of the best footballers in the world, currently playing for FC Barcelona and the Uruguay National Team.



Maurice Evans

Globatalent Supporter



Maurice 'Mo' Evans is a NBA Veteran. Mo played for almost a decade in the NBA and served for four years as Vice President of the NBA Players Association.



Marc Bartra

Globatalent Supporter



Marc Bartra is a world class centre back for Real Betis and the Spanish National team.



Seung Woo Lee

Globatalent Supporter



Seung Woo Lee is a professional footballer who currently plays for Hellas Verona in Serie A



João Sousa

Globatalent Supporter



João Sousa is a professional tennis player who is ranked #68 in the world by the ATP. Top-ranked Portuguese player in ATP.



Dani Redondo

Globatalent Supporter



Kyokushin Fighter.
5 Times European Champion.
2 British Open Championship First position.
World Champion 2015.

First investors



Ricard Casas Gurt

ACB Professional
Basketball Coach

ACB Professional Basketball Coach.
2001-14 European Gold Medal 2011.
More than 27 years in the basketball elite.
"I have invested in Globatalent for several reasons, but mainly to help the next generations of athletes to succeed, to be able to study and train at the highest level at the same time. Now the whole world can help them. I have lived many experiences with young talents who have not been able to develop their sports career due to lack of economic resources. The experience of Globatalent team conveys confidence but above all fair play. I hope soon all of us can act in Globatalent and be a win to win situation for all."



Gaby Treiband

Entrepreneur and
angel investor

Experienced international telecoms business executive.
"I decided to get involved in Globatalent not only to be part of the blockchain "revolution", but to make a contribution supporting potential sports stars development through a transparent platform.
Today only a few have the chance to participate in the sport industry business, and GlobaTalent aim to decentralize and democratize the investment in sports with their management team convinced me to make this step."

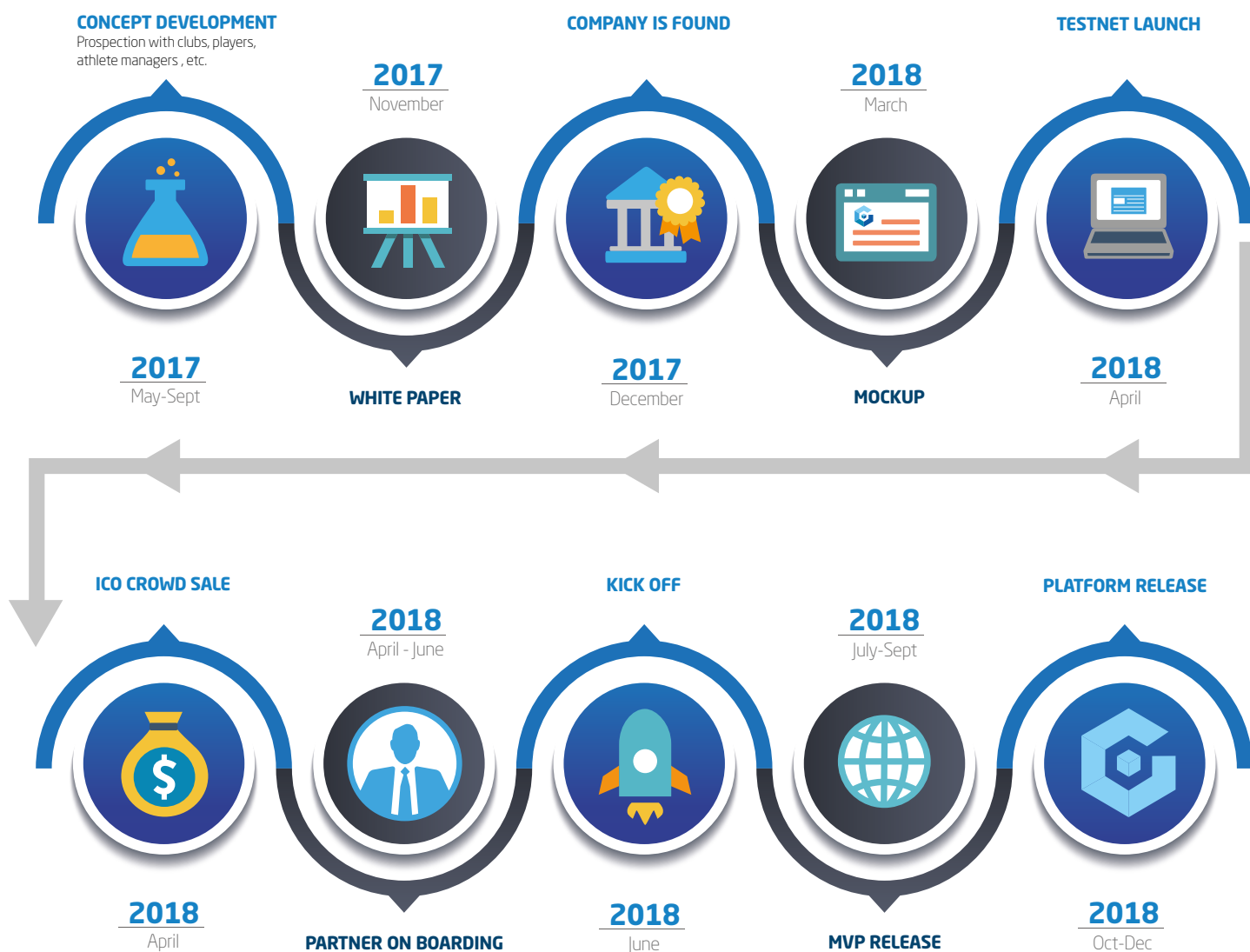


Pedro Randez

Entrepreneur and
angel investor

Pedro Randez is an entrepreneur and investor passionate about innovation and entrepreneurship.
He is the Founder of The Corporate Gym & Wellbeing Group, Corporate Wellness Centers leader in Europe.
He is also an active business angel investor.

Road map



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