



# REALFEVR<sup>®</sup>

## LITEPAPER

Version 1 | May 2021

[realfevr.com](https://realfevr.com)



# Abstract

RealFevr is a fantasy football app with more than 2.5M downloads, 1.2M already registered users and 10 national leagues, 3 international club competitions and all the major European team competitions, including the Top-5: Premier League, La Liga, Serie A, Bundesliga and Ligue 1.

While the broader technology and game applications ecosystem has been developing at a great pace, we noticed that most of the benefits and rewards are ripped by game manufacturers. Despite being an acceptable working model, RealFevr believes in giving back power to users.

In our case, we empower users with a cryptocurrency and video collectibles that can be traded with other peers or used within the wider RealFevr in-game environment.

2021 NFTs frenzy mode is going crazy. However we do believe this “bubble” will pop-out and only the NFTs backed by intellectual property will remain attractive and with real intrinsic value.

In RealFevr each athlete becomes an artist and their actions - Goals, Saves, Assists, and so on - become pure art in movement.

With that said, RealFevr aims at completely disrupting the NFTs ecosystem by combining breakthrough tech, blockchain's decentralization, with the uniqueness of video collectibles that empower gamers, providing utility to each moment and gamifying it through fantasy token-leagues always backed by official intellectual property.

# Table of Contents

|                             |    |
|-----------------------------|----|
| Fantasy Market Statistics   | 4  |
| Video Collectibles Overview | 5  |
| \$FEVR Ecosystem            | 7  |
| Tokenomics                  | 12 |
| Technology                  | 15 |
| Roadmap                     | 16 |
| Team                        | 17 |
| Partners                    | 20 |
| Summary and Conclusions     | 21 |



01

# Fantasy Market Statistics

According to GlobalNewsWire, the “Global Fantasy Sports Market Is Expected to Reach \$48.6 Billion by 2027.” Showing the tremendous potential growth of fantasy applications.

Not only that but there is an absolutely skyrocketing growth in the number of “Fantasy Premier League players” from less than 200,000 in 2003 to over 6,2 million in 2019. In sum, the number of players grew by 3,000% in less than 16 years.

Fantasy sports is in a growth phase as fantasy leagues, player counts, and revenues from major markets like the United States continue to grow at healthy rates. For example, in the USA alone, the fantasy sports sector is slated to reach over \$8.37B in revenue in 2021. Innovative companies like RealFevr are positioning themselves to grab market share.

Let's find out exactly how.

Source: [www.globenewswire.com/news-release/2020/11/05/2121120/0/en/Global-Fantasy-Sports-Market-Is-Expected-to-Reach-48-6-Billion-by-2027-Says-AMR.html](https://www.globenewswire.com/news-release/2020/11/05/2121120/0/en/Global-Fantasy-Sports-Market-Is-Expected-to-Reach-48-6-Billion-by-2027-Says-AMR.html)



# 02

## Video Collectibles Overview

Stories are as old as language itself. Since the dawn of mankind, they have the unique ability to convey important messages and mould memories like no other form of communication can. A compelling narrative can easily imprint itself on the mind, leaving an unforgettable impression on the viewer.

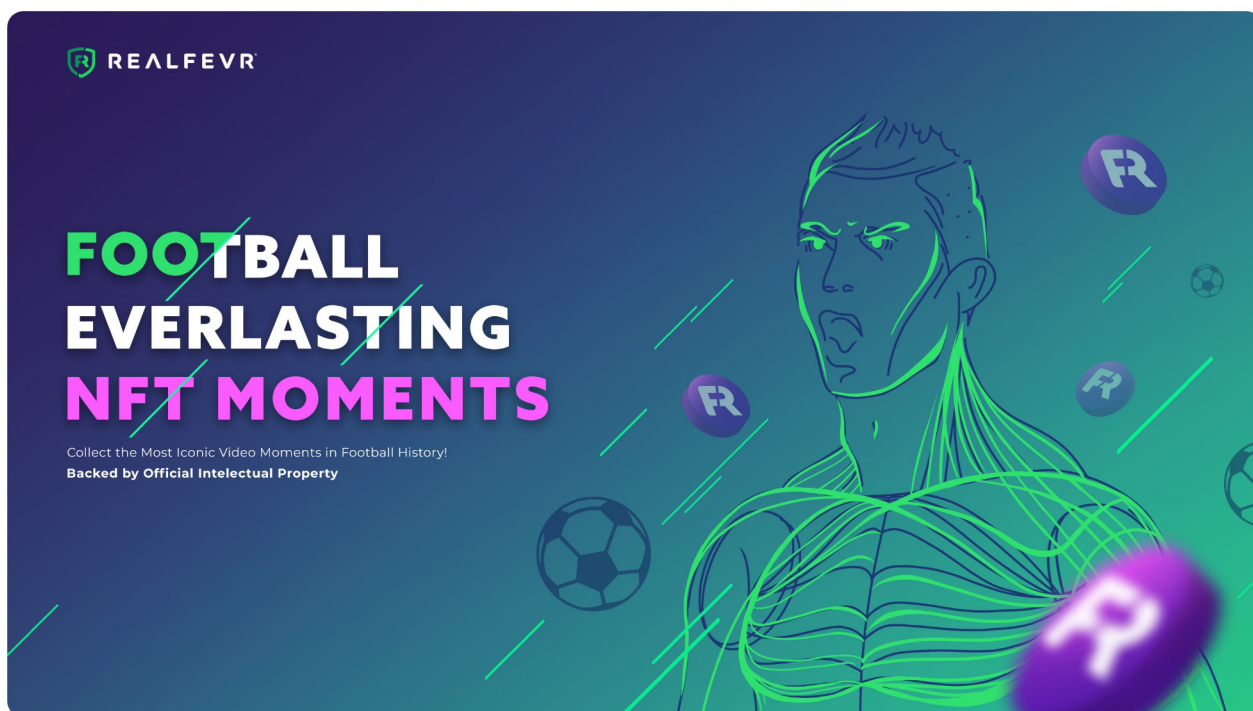
Over the millennia our storytelling methods have evolved, often through artistic depictions. From the cave art of the Paleolithic to today's online digital art and collectibles. It is only natural to assume that storytelling methods will continue to evolve, just as they have for thousands of generations.

We've identified that we're at the fourth turning, a paradigm shift for the next human evolution of stories and artwork, through digital collectibles or non-fungible tokens (NFTs) recorded on the Blockchain.

However, these are still human kind's first steps into a fully decentralized and individual-centric digital future. RealFevr is joining the NFTs and cryptocurrency space by building everlasting digital football moments that fans can own, cherish and treasure for all eternity - or at least while the internet is around.

Let's dive deep into what RealFevr is and how the \$FEVR ecosystem works.

# Value Proposition



RealFevr is the most unique and experience-focused fantasy football application. Our mission is to provide players with the best fantasy game experience and to do that we have built a state-of-the-art application that runs on top of blockchain technology.

RealFevr is composed of a series of moving parts:

- Free Leagues to play with family and friends
- Video Collectibles that can be traded, collected and used to boost your teams' players
- FEVR Tokens that incentivize players to wager against each other
- Token Leagues to compete like pros
- Other incentives, bonuses and deposit pools for players that lock-up tokens and lend video collectibles to other players

In sum, RealFevr delivers the most immersive experience to all players, and enables a new business model where users can benefit directly from the FEVR Token ecosystem, from using and lending collectibles, and from sharing value with the in-game community.

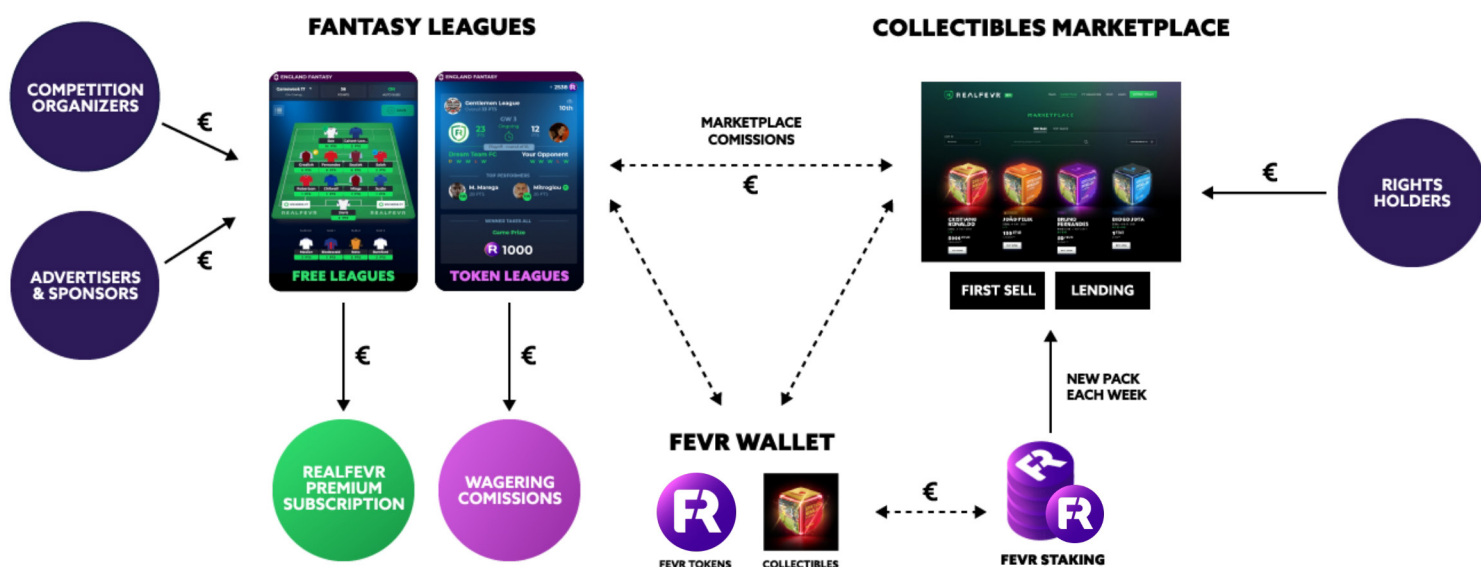


# \$FEVR Ecosystem



# 03

Below we've summarized how the \$FEVR ecosystem will operate.



On the left of the \$FEVR Ecosystem infographic, we have the Fantasy Leagues and on the right, the Collectibles Marketplace. To access packs and video collectibles, fans need to acquire FEVR Tokens.

An important reminder: the initial token drop will be held at the decentralized exchange PancakeSwap and the fans are always the owners of the assets - both the tokens and collectibles.



## Fantasy Leagues

Free fantasy leagues can be played by all fans. In these competitions, a traditional advertising business model operates, as well as premium subscriptions.

Despite that, we feel **token leagues** will be the main driver for future product growth. As the name indicates, these leagues will have a similar functionality to free leagues, with the exception that fans will be able to wager FEVR Tokens. In this scenario, a wagering commission is paid to RealFevr each time a gameweek is complete.



## Business Model

RealFevr's revamped business model will be based on video collectibles.

It is within the marketplace that fans can, once FEVR Tokens are available, buy packs, check their collections, trade, borrow and lend video collectibles to other users.

### Packs First Sale

- **Rights-holders Share:** a portion of the pack first sale income is directly paid to Rights-holders in the form of revenue share.
- **Token Lock:** a portion of the pack first sale income is locked in a smart contract that will deliver back the tokens to community through a social mining process.
- **RealFevr Share:** a portion of the pack first sale income is directly paid to RealFevr as an incentive to keep the ecosystem running smoothly, with near-zero downtime.

Currently, the RealFevr revenue share management smart contract is distributed as:

| Party          | Fee Allocation      |
|----------------|---------------------|
| Rights-holders | Between 25% and 50% |
| Lock           | Fixed 40%           |
| RealFevr       | Between 10% and 35% |

The lock token mechanic is dynamically applied to each pack first sale. Social mining will be implemented accordingly to our Roadmap and in general, will deliver back the tokens to the customers who bring more new users to the platform. In the end, it will work as a referral and loyalty program.



## Marketplace Transactions Fee

We plan to have a variable transaction fee that can go up to 5%. Loyalty programs will be implemented to award the ones who trade more. This way they will pay less compared to the ones who trade less, and for that, should pay more.



## Royalties

Protecting and rewarding the official intellectual property is a must. After the first sale, each moment will have a perpetual royalty inbuilt by design. The percentage will be variable and negotiated with each rights-holder case by case.



## Subscriptions

The mechanics behind subscriptions are fairly straightforward: there are a limited number of spots available for users who want to receive monthly packs, without the need to wait in a queue and miss the chance to get at least one pack; hence the price for each spot changes depending on the number of current participants (i.e. check hex time-deposits, and pepemon NFTs staking).

Essentially, the share price each fan must pay to enter the subscription pool increases as spots are taken, and decreases as subscriptions are closed. Therefore, the larger the total subscription pool, the more expensive it is to join the pool.



## Clubs Collectibles Launchpad

While platforms like Socios.com and Chilliz are focused on fan tokens, RealFevr believes the future lies with unique digital collections.

Hence, any club can join the RealFevr ecosystem and deploy their own collectibles that will immediately trade in the \$FEVR marketplace and get the exposure of all the marketplace users.

There is no cost associated with this service as we believe in decentralization and empowering organizations, especially at such a dire time, when clubs are facing a shortage of revenue related to the pandemic restrictions.



## Borrowing and Lending

Another feature of the RealFevr ecosystem is the option for video collectible aficionados to lend the NFTs to other users.

Essentially, RealFevr created a new fan-type: the agent. The goal of the agent is to maximize the revenue from each video collectible. In order to do that, instead of just selling the digital asset in the marketplace, fans can borrow and lend video collectibles from and to other fans.



When a fan lends a video collectible, he or she will get extra FEVR Tokens. When a fan borrows a video collectible, he will pay FEVR Tokens to the other fan. However, because the asset is returned to the original owner, the amounts charged will be much more affordable.



## In-Game Video Collectibles

While the aesthetics of video collectibles are one of the key differentiators, RealFevr will make an even better use of its NFTs.

Within the RealFevr ecosystem, collectibles will be used in-game, to get bonus points, power ups and boost for the players in each fans' fantasy teams. This is, collectibles will award extra points to fantasy league teams.

This way, RealFevr effectively becomes the first widely adopted fantasy league platform to use unique digital collectibles as an economic incentive within the game, to reward players and fans for participating.



## 04

## Tokenomics

The FEVR Token will be launched in Binance Smart Chain, through an IDO in a platform to be determined.

Furthermore, below you can find all the tokenomics and its utility.

## Distribution Table

| Token Supply           |     | 16 000 000 000 |
|------------------------|-----|----------------|
| Token Distribution     |     |                |
| Team & Shareholders    | 10% | 1 600 000 000  |
| Private Sale           | 11% | 1 760 000 000  |
| Public Sale (IDO)      | 4%  | 640 000 000    |
| New Rights Acquisition | 35% | 5 600 000 000  |
| Treasury               | 20% | 3 200 000 000  |
| Liquidity              | 20% | 3 200 000 000  |

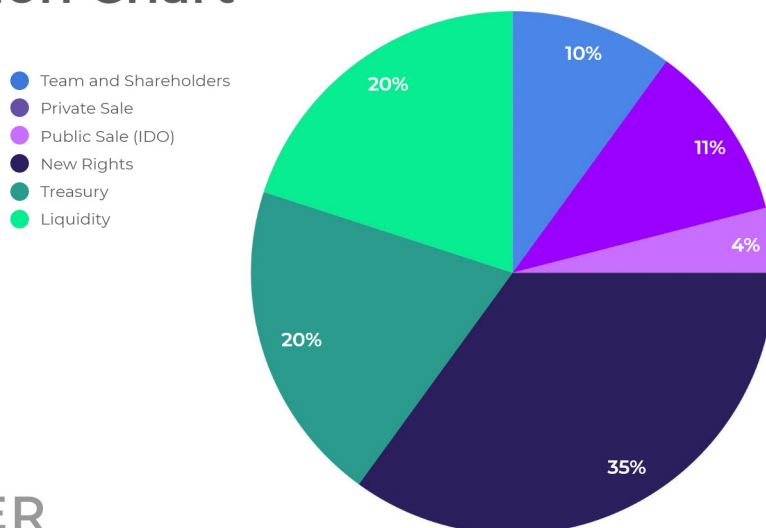
Private Sale Price

0,0004 \$

Public Sale Price

0,0006 \$

## Distribution Chart



## Team and Shareholders - 10%

*"To be the best you need to have the best."* Securing the current team and legacy investors is essential, not only to keep RealFevr's attractiveness on the labor market, but also to close new business deals. All team and shareholders tokens are subject to lockups and vesting periods.

## Private Sale + Public Sale (IDO) - 15%

The private sale and IDO will help RealFevr to raise additional funding for the project. Funds will be locked into the treasury to be deployed in the near-future.

## New Rights - 35%

Licensing new intellectual property and digital rights represent the core of RealFevr's collectibles as they are key to expanding the business and innovating the product. Therefore, almost half of the distribution goes to the acquisition of New Rights and the more allocation, better and more diversified the marketplace will be. This guarantees our permanent medium and long-term growth.

## Treasury - 20%

- **Marketing:** Constant promotion of the FEVR Token and the RealFevr Marketplace in different media channels.
- **Business Development:** Presence at NFTs conferences and roadshows, travel to meet new rights-holders in order to achieve the or even exceed the roadmap and expansion goals.
- **Human Capital Management:** Recruitment of the best people available to grow the organization as the workload increases.

## Liquidity - 20%

Liquidity will be used for FEVR Tokens pools such as PancakeSwap and UniSwap, in order to give users the possibility to exchange from BNB and ETH into \$FEVR and vice-versa, to allow for easy trading without causing too much slippage on the \$FEVR price.

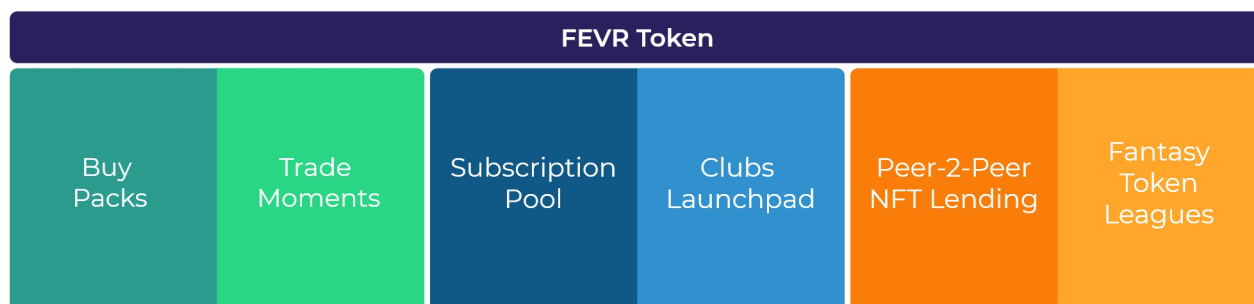
## Vesting Periodicity

| Token Distribution     | %   | 0 Months | 3 Months        | 6 Months        | 9 Months | 12 Months | 18 Months | 24 Months | Total |
|------------------------|-----|----------|-----------------|-----------------|----------|-----------|-----------|-----------|-------|
| Team & Shareholders    | 10% | —        | —               | Monthly Vesting |          |           | 100%      | —         | 100%  |
| Private Sale           | 11% | 20%      | Monthly Vesting |                 |          | 80%       | —         | —         | 100%  |
| Public Sale (IDO)      | 4%  | 100%     | —               | —               | —        | —         | —         | —         | 100%  |
| New Rights Acquisition | 35% | 10%      | 10%             | 10%             | 10%      | 20%       | 20%       | 20%       | 100%  |
| Treasury               | 20% | 10%      | —               | 10%             | —        | 10%       | 35%       | 35%       | 100%  |
| Liquidity              | 20% | 10%      | 10%             | 20%             | 20%      | 20%       | 10%       | 10%       | 100%  |

## \$FEVR Utility

FEVR Token is the main fuel of the RealFevr ecosystem. The goal of the token is to be used as the currency of reference in the collectibles marketplace. Essentially, any operation that takes place within the RealFevr ecosystem will occur with the FEVR Token as the base currency.

Additionally, RealFevr will incorporate other token mechanisms such as monthly package subscriptions, borrowing and lending of digital collectibles, among other features to increase and maximize the utility of the FEVR Token.

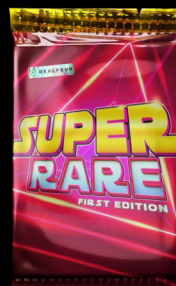




# Video Collectibles

# 05

## Packs





# Collectibles





# 05

## Technology

RealFevr uses a series of different technologies to support both its main application, its smart contracts for the FEVR Tokens and the collectibles minting and trading.

While the main application has been developed on Ruby, due to its agility, RealFevr smart contracts have been deployed on the Binance Smart Chain, because it's simple to use, easy to integrate with Ethereum (and other protocols) and has extremely cheap transaction fees.

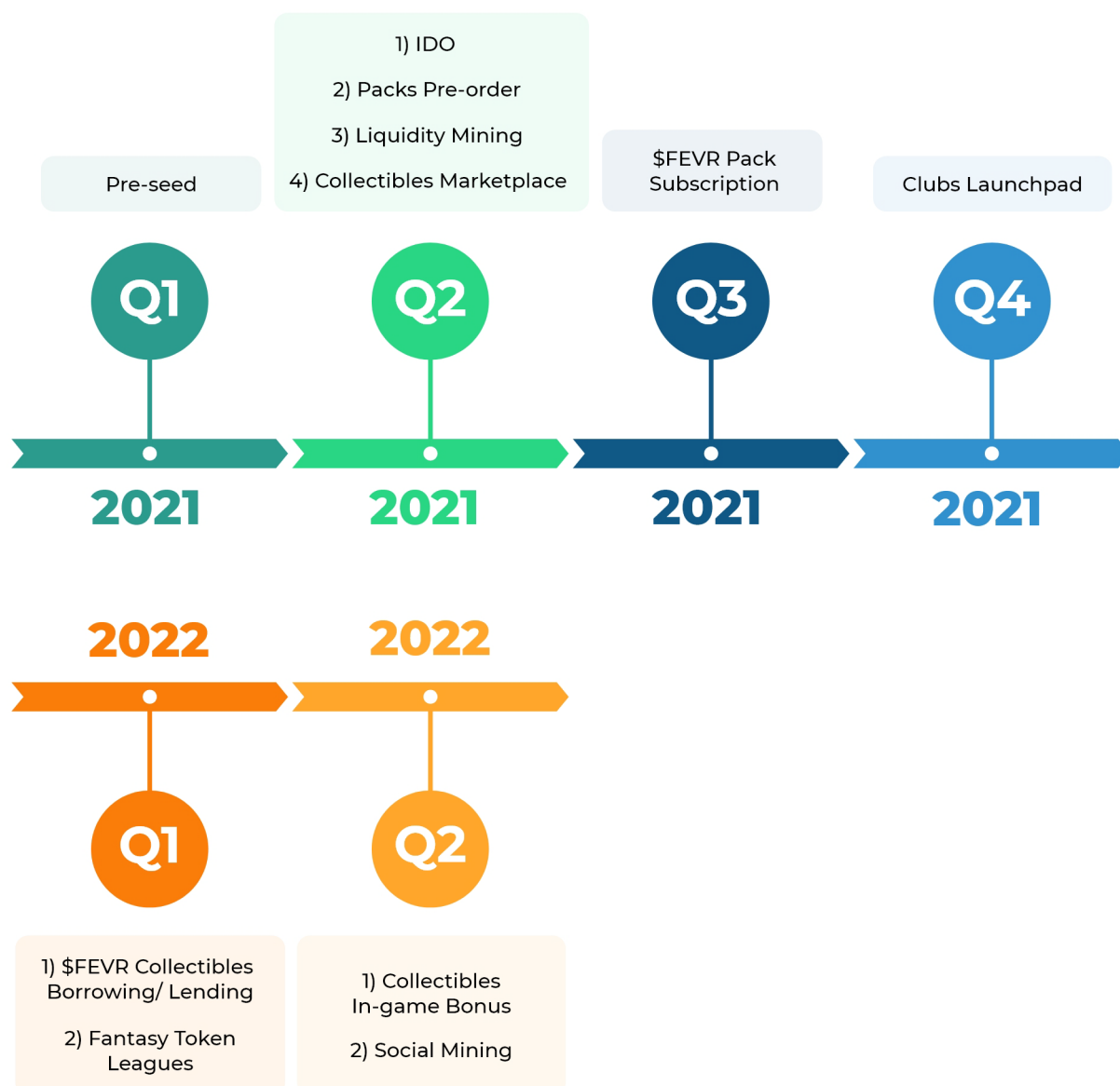
Video collectibles will be deployed on the Binance Smart Chain, as well as the marketplace and the FEVR Tokens.

Finally, to easily connect the entire \$FEVR ecosystem and guarantee that it is interoperable, RealFevr will be adopting a series of Web3 technologies such as:

- Smart contracts to enable full ownership and transfer of assets by players
- BeproJS framework to integrate staking and NFT minting with fully battle-tested standards
- DeFi protocols to allow players to borrow and lend NFTs to other players
- IPFS for safekeeping of all NFT-related assets information
- Decentralized Exchanges to allow any player to provide liquidity (LP) and to earn LP fees

06

## Roadmap







07

## Team



### Fred Antunes

Dream Shaper (CEO)

Fred, who graduated in Philosophy and has a PowerMBA degree, has participated in more than 300 conferences as speaker and lecturer. He currently serves as Board President of the Portuguese Blockchain and Cryptocurrencies Association (APBC).



### André Viana

Executive Chairman

André is the COO of Clever Advertising, a Leading Digital Marketing Company, is also an investor and works as a Business Advisor for multiple projects.



### Tiago Bem

Chief Technology Officer (CTO)

Tiago owns a Master degree in Computer Science, is a tech enthusiast, a solutions architect and a blockchain believer. He also has more than 12 years of experience in the tech industry and software development.



### Pedro Febrero

Highlord of Blockchain

Pedro is the author of two scientific papers on the blockchain, a guest lecturer at top European universities and an advisor for several crypto projects. He has also penned over 1.000 articles about cryptocurrency protocols, including Cointelegraph and Coindesk.



**José Miranda**  
The Architect



**Miguel Carmo**  
Master of Community



**André Macedo**  
Field Marshal



**David Annen**  
Highlord of Connections



**Eloi Guterres**  
Master of Strategy



**Guilherme Maia**  
Master of Law



**Ana Vieira**  
Master of People



**Fábio Costa**  
Art Alchemist



**Delfim Cascais**  
Marketing Alchemist

## Advisors



**Nuno Correia**  
Chief Strategy Officer at Utrust

Founder and Chief Strategy Officer of Utrust. He is among the foremost early adopters and entrepreneurs in crypto, and has an extensive network and knowledge when it comes to blockchain and market direction.



## Rui Teixeira

CEO at Bepro

CEO and co-founder of bepro.network, a blockchain-based SaaS empowering businesses and entrepreneurs to launch Esports gaming platforms. Rui is a serial entrepreneur and has +5 years experience with blockchain product development.



## Kevin Abdulrahman

Keynote Speaker, Author, Communication Expert and Coach

Kevin works with CEOs, senior leaders and teams, Presidents and Royalty. For over twenty years, Kevin dedicated himself to helping companies realize their full potential and transforming them from the inside out. He is also a motivational speaker to Fortune 500 Companies.



## Sree Varma

CEO at iSportConnect

Sree founded the iSportConnect, which under his leadership has become the largest global private network of sports business executives. He is also advisor for several companies and on the judging panel of a number of business awards.



## Nuno Luz

Principal Associate at Cuatrecasas

Nuno is one of the most recognized lawyers in Portugal in fields such as Data Privacy, Cybersecurity, Telecommunications, Intellectual Property, Consumer Rights, e-Commerce, Blockchain and eSports.



## Mario Nawfal

Growth Hacking Expert

Mario launched multiple ventures into the millions, while surviving a massive scam, various black swan events, and all the ups and downs of entrepreneurship. He continues to launch new companies, is a partner at a law firm and the founder of a VC fund.

08

## Partners



Growth.



09

# Summary & Conclusion

In sum, RealFevr delivers the most immersive experience to all players, and enables a new business model where users can benefit directly from the FEVR Token ecosystem, either from collecting, using and lending NFTs, or from sharing value with the in-game community.

RealFevr's mission is to become the most widely adopted marketplace and fantasy application, that connects both the cryptocurrency and the traditional tech world. Not only that, but we want to bring all clubs into our ecosystem so that they can deploy their own NFTs and earn additional revenue from fans and collectors.

RealFevr's main goal is to be the number one sports NFTs and fantasy platform.

We will be.