



## Our Mission

MegaFans is building the world's first mobile eSports community using blockchain technology with products such as crypto and NFTs in a play-to-earn environment for gamers, collectors and developers. Players immerse themselves in a play-to-earn ecosystem using tokens to enter into mobile esports tournaments. Players earn an opportunity to win NFT's, crypto, and real-world prizes.



## Key Features

-  **Creating the Space**  
Apps x dApps x NFTs: all connected in the Metaverse.
-  **Uniting the Community**  
3 Billion mobile gamers that we are directly onboarding into our MegaFans Megaverse.
-  **Unifying Two Worlds**  
Bridging Web2 + Web3. Our games will be both mobile apps and dApps.
-  **Creating Value**  
Players and Stakers obtain NFTs with various utilities and values (Common, Rare, Super Rare).
-  **Crafting Opportunities**  
NFTs become passes to participate in events and tournaments, depending on the value of the NFT. NFTs can also be used to stake tournaments and share in the revenues.
-  **Bridging Experiences**  
Tournaments take place in both mobile apps and dApps. The ecosystem is gamified, with staking values and tournament prize pools increasing as more people participate, paving the way for ecosystem monetization.
-  **White label SDK**  
Allows other game developers to turn their game into a revenue-generating P2E model.
-  **In-game ad server**  
Allows for advertising that is difficult on traditional centralized models. This is a big win for advertisers in the crypto space where they face massive limitation on Google, Facebook, Twitter and others.



## Team Highlights

The core founders behind Megafans bring more than five decades of combined experience, serving the mission we are bringing to the masses.



**Jeff Donnelley**

CEO/ Founder

24 years iGaming, eGaming, Mobile, PC, eSports and DFS expert. Jeff was an early team member and helped scale Draft Kings



**Colin Bracey**

CTO

30 years UK/EU Lead Developer



## Advisors



**Roxana Nasoi**

MD, Launchpool Labs



**Rich Simpson**

CEO, Launchpool



**Liam Robertson**

CEO, Alphabit



**Stephanie Sherman**

CMO, Draft Kings



**Megan Van Petten**

President, Esports Trade Association

 Tokenomics

Total Supply	100,000,000
Circulating Supply	1,350,000
Pre seed	\$0.02 - Sold Out
Seed	\$0.04 - Sold Out
Strategic	\$0.06 - Sold Out
Private	\$0.08 - 50% Available
Public	\$0.20

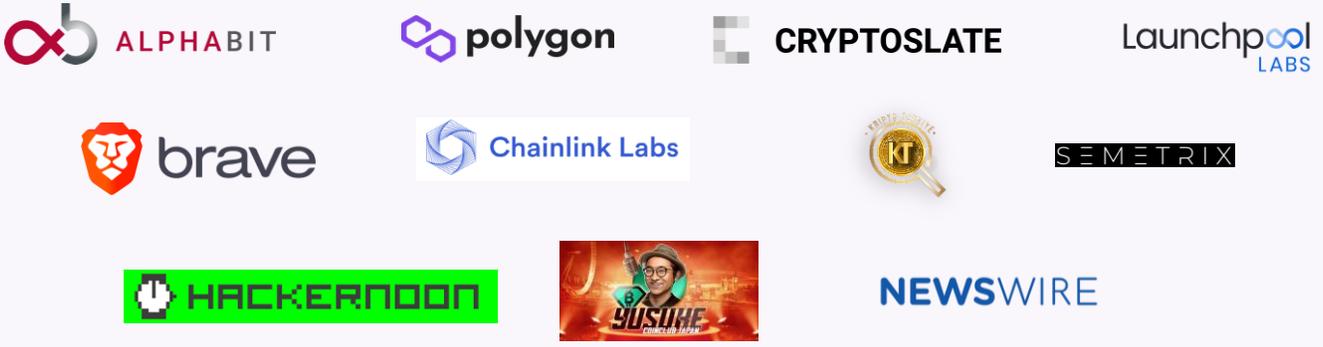
 Backers



 Launchpads DEXs



 Partnerships



 Actively Supporting

Women in Gaming and Tech!

code  
<to>  
(inspire)

kiva



-  [www.discord.com/channels/ megafans-esports](https://www.discord.com/channels/megafans-esports)
-  [@MegafansEsports](https://twitter.com/MegafansEsports)
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