

A wide-angle, high-angle shot of a massive esports arena. The arena is filled with thousands of spectators seated in blue chairs. The stage is illuminated with blue and yellow lights. In the center of the stage, there is a large, multi-story building facade that serves as a backdrop for the game. Several large screens are visible, displaying the game's action. The overall atmosphere is vibrant and energetic.

# THE 1ST ESPORTS OMNIPOTENT 2019 "GAME GODS"



GAME GODS  
OFFICIAL WORLDWIDE

[www.gamegodsworld.com](http://www.gamegodsworld.com)

18th April, 2019  
Shilla Hotel, Seoul, Korea



IEOC

International Esports Omnipotent Committee





International Esports Omnipotent Committee



International Esports Omnipotent Committee



International Esports Omnipotent Committee









International Esports Omnipotent Commi



International Esports Omnipotent Committee



International  
Esports  
Omnipotent  
Committee



Committee



International  
Esports  
Omnipotent  
Committee

# Statistics

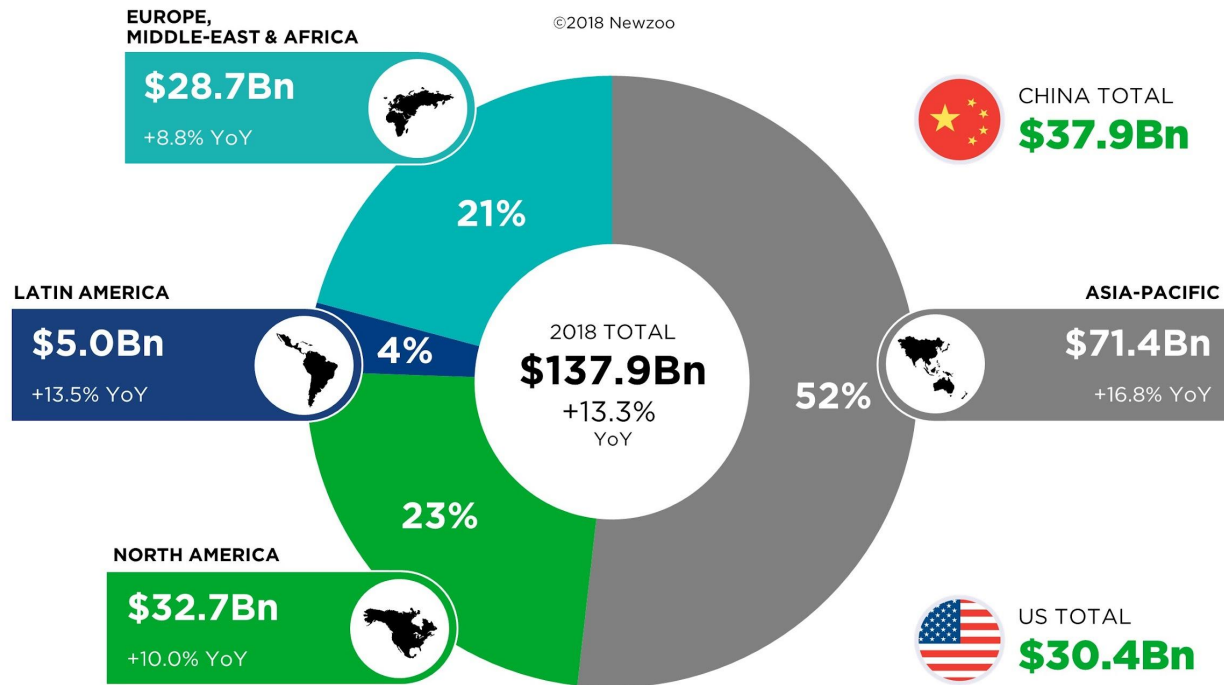




newzoo

# 2018 GLOBAL GAMES MARKET

PER REGION WITH YEAR-ON-YEAR GROWTH RATES

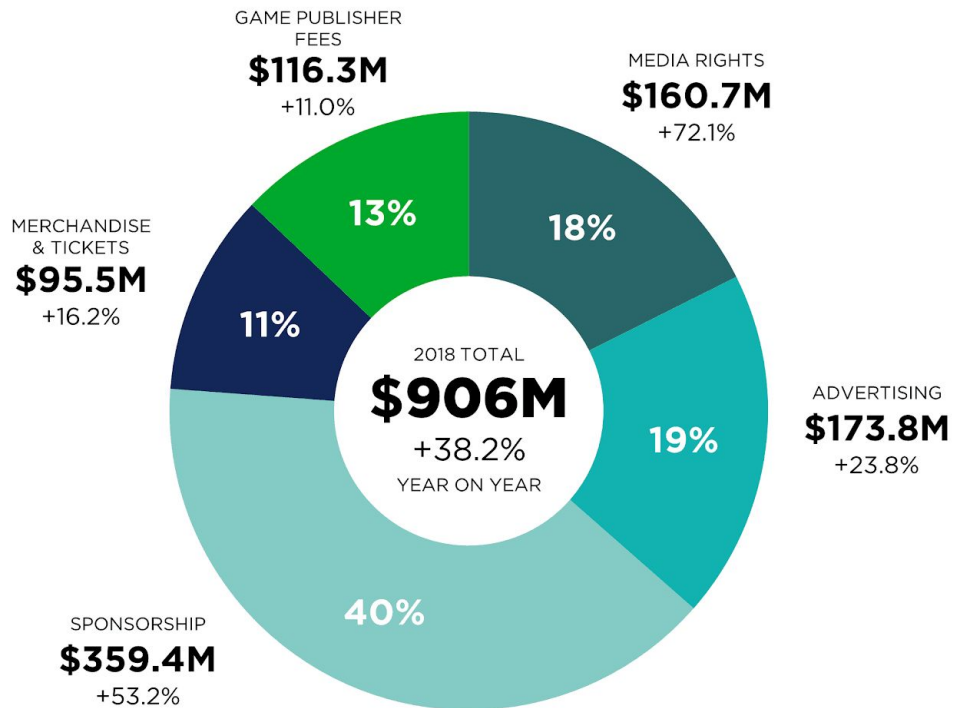




newzoo

# 2018 ESPORTS REVENUE STREAMS | GLOBAL

INCLUDING YEAR-ON-YEAR GROWTH



Newzoo's esports revenue figures always exclude revenues from betting, fantasy leagues, and similar cash-payout concepts, as well as revenues generated within games.



newzoo

# 2016-2020 GLOBAL GAMES MARKET

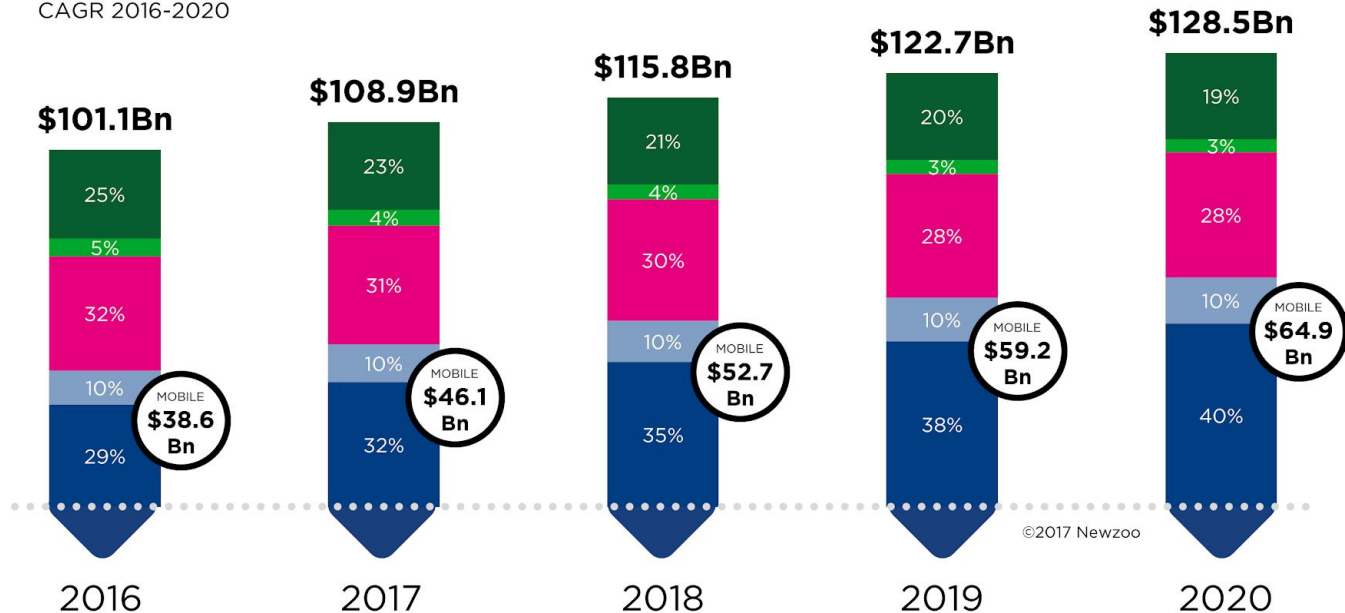
FORECAST PER SEGMENT TOWARD 2020

TOTAL MARKET

**+6.2%**

CAGR 2016-2020

● Boxed/Downloaded PC ● Browser PC ● Console ● Tablet ● Smartphone

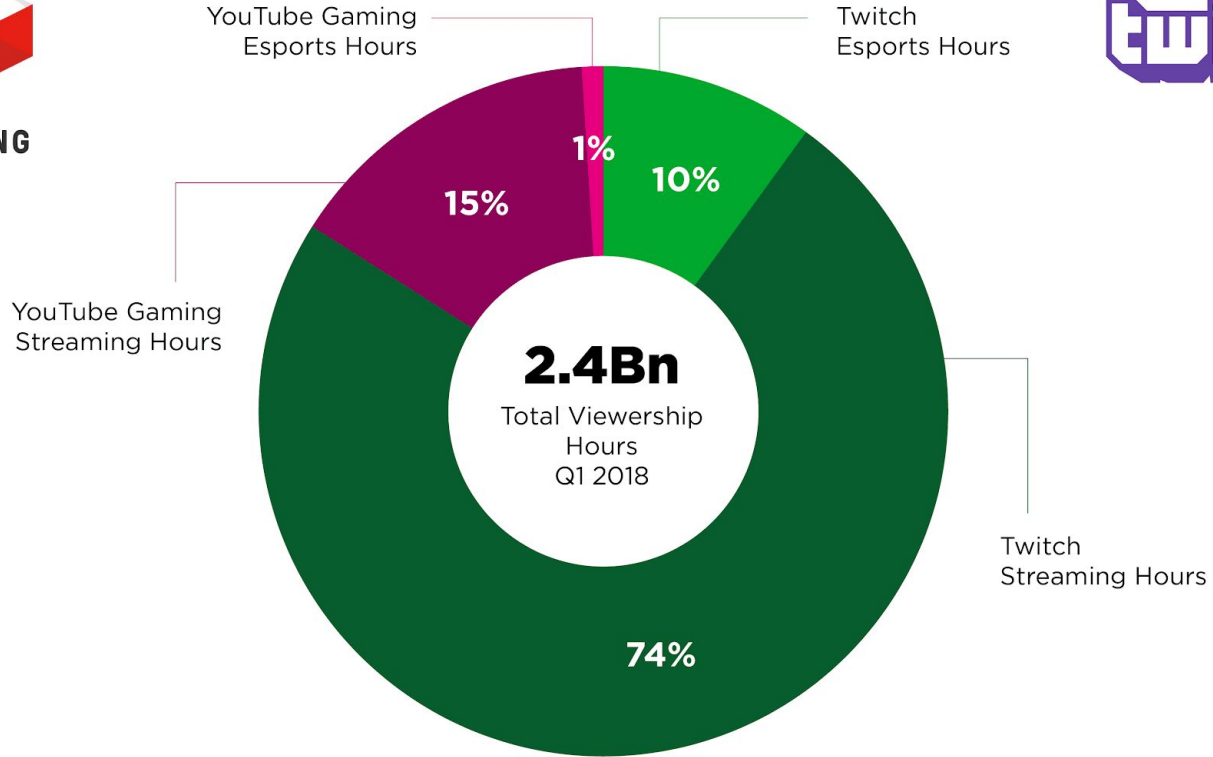


©2017 Newzoo





YouTube **GAMING**



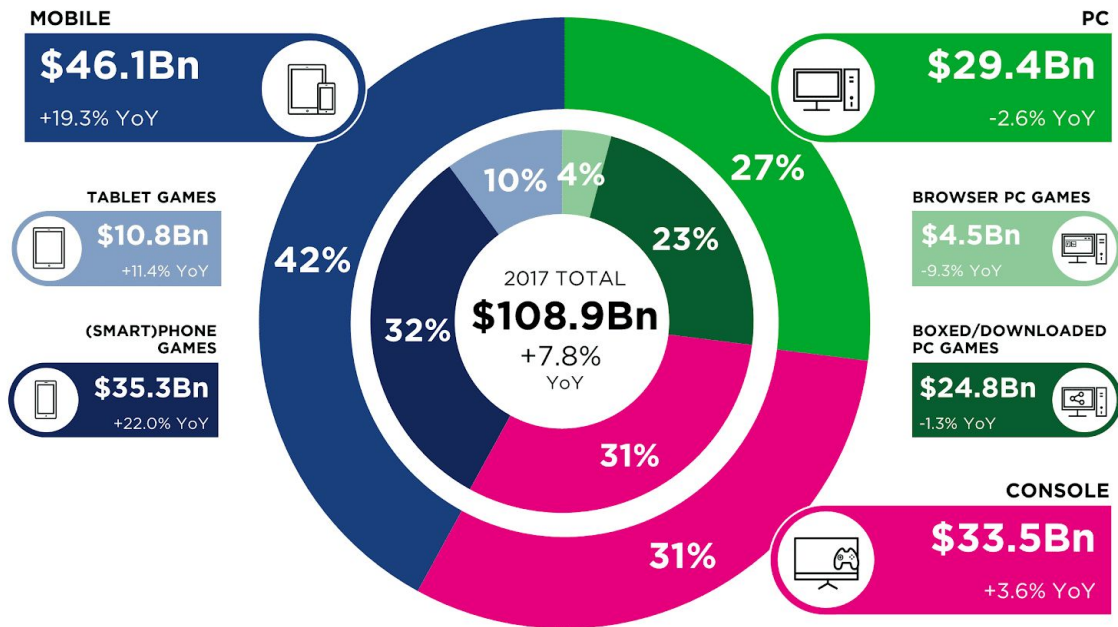


newzoo

# 2017 GLOBAL GAMES MARKET

PER DEVICE & SEGMENT WITH YEAR-ON-YEAR GROWTH RATES

©2017 Newzoo



In 2017, mobile games will generate

# \$46.1Bn

or **42%** of the global market.

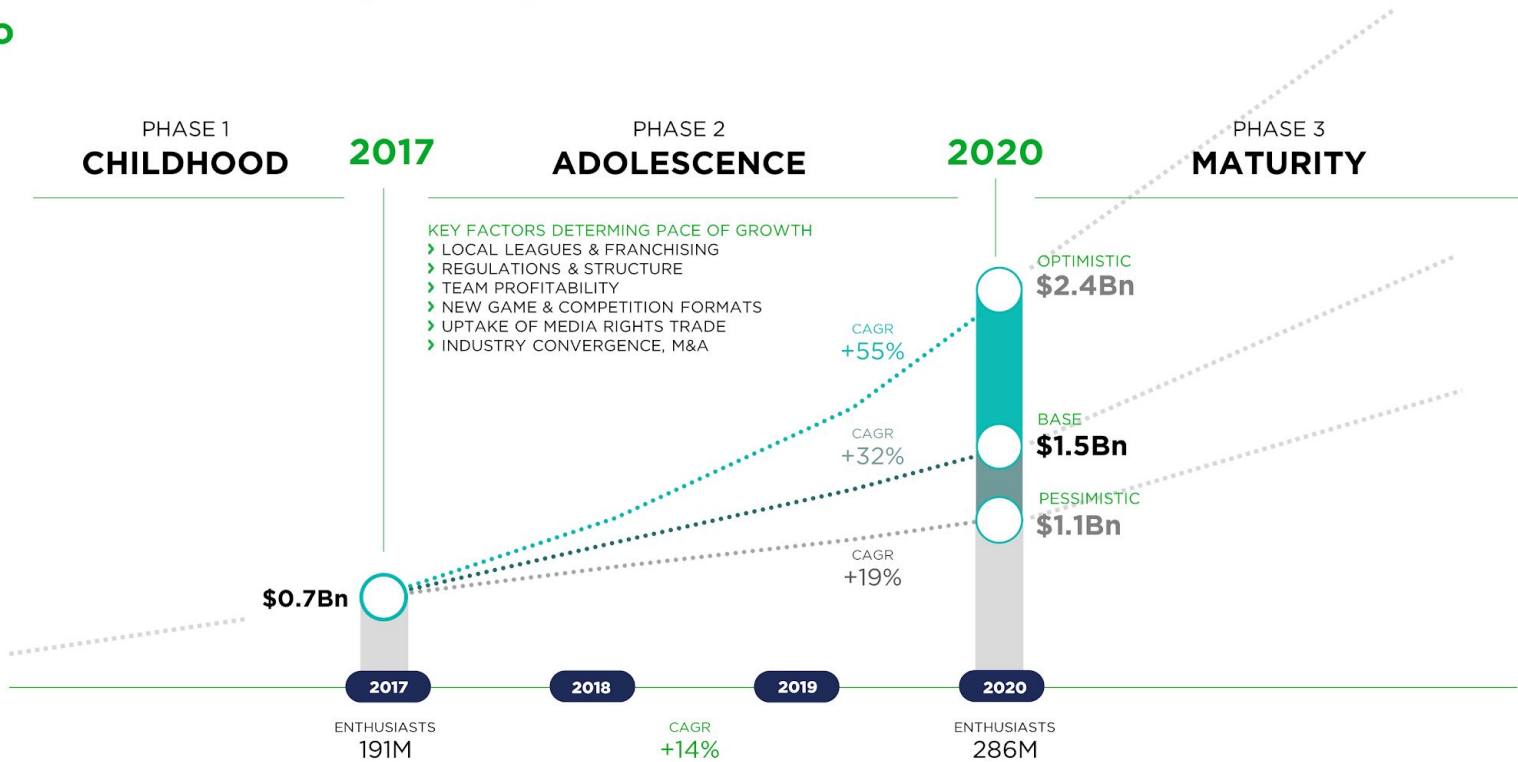
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newzoo

# ESPORTS ENTERS NEW PHASE

GROWTH SCENARIOS | 2017-2020 | Q4 2017



300,000,000

People play this game





# Intro

Esports can be officially recognized at Hangzhou Asian Game in 2022.

When video games first came out, people were shocked. From the arcades, PCs and now to mobile phones, not just kids but also people in 20's and 30's today play games 24/7.

22 year-old guy who never graduated from high school in South Korea is now earning 5 million US dollars per year just playing League of Legends. You can hardly believe what is happening today.

There are many International Esports Tournaments today; however, there is NO Olympic for Esports where it is open to everyone from amateurs to professionals.

Just imagine the National Team from US, UK, China, Russia, Japan and so forth.

# E-Generation

No doubt that the most popular Football league in the world is World Cup where every national team will compete against each other every 4 year just like Olympic Games. For generations, football, baseball players and sports stars have been heroes for kids.

Time has changed. Today, young people do not watch TV any more. They watch Youtube and Twitch more and follow International Esports players. This may dismay many people.

Every government is realizing how important it is to accept this new generations of Esports. I call it E-generation.

# E-Sports Olympic 2019

1st  
e-sports  
olympic

Amateurs from at least  
50 countries around  
the world will join  
this competition

12th Oct, 2019, 16:00 Gocheok Skydome

2019 Events

LEAGUE OF LEGENDS



CALL OF DUTY BATTLEGROUND

FIFA

STAR CRAFT

FORTNITE

HEARTHSTONE

KART RIDER

DOTA 2

Qualification for participation  
and Application guide

Apply for games and teams in the homepage  
[www.gamesworld.com](http://www.gamesworld.com)

For more information, see the homepage.



DRAGON FORUM  
Global CEP Network  
CEO & Executive Professional



GAME GODS  
ESPORTS WORLD BATTLE



Amble

## Olympic for Esports?

To win and survive is the fundamental human desire. Who wants to lose? No one does.

It's about time we create Esports Olympic for the whole world. So we created IEEOC, International Esports Omnipotent Committee in London, England.

Professional teams fight for money. In Olympic, you compete for the National Pride and Honor, not just money.

There will be thousands of viewers and hundreds of sponsors eventually. We will change the country every year to invite the world class players from all over the world.

We will elevate Esports to another level together.

# E-Omnipo

The world has become closer and closer. It's undeniable that Esports is only going to become bigger and better. As the new technology and telecommunication get better in every corner of continents, more teenagers will play Esports.

We want to take this opportunity to make something completely new and international. We are raising \$5-10 Million to successfully launch the first Esports Olympic like Tournament in Seoul, Korea this October.

So we truly welcome you to join us and be a part of this historic revolution called "Game Gods" organized by the International Esports Omnipo Committee.



ESPORTS: UP & RISING

# WELCOME TO THE WORLD OF ESPORTS

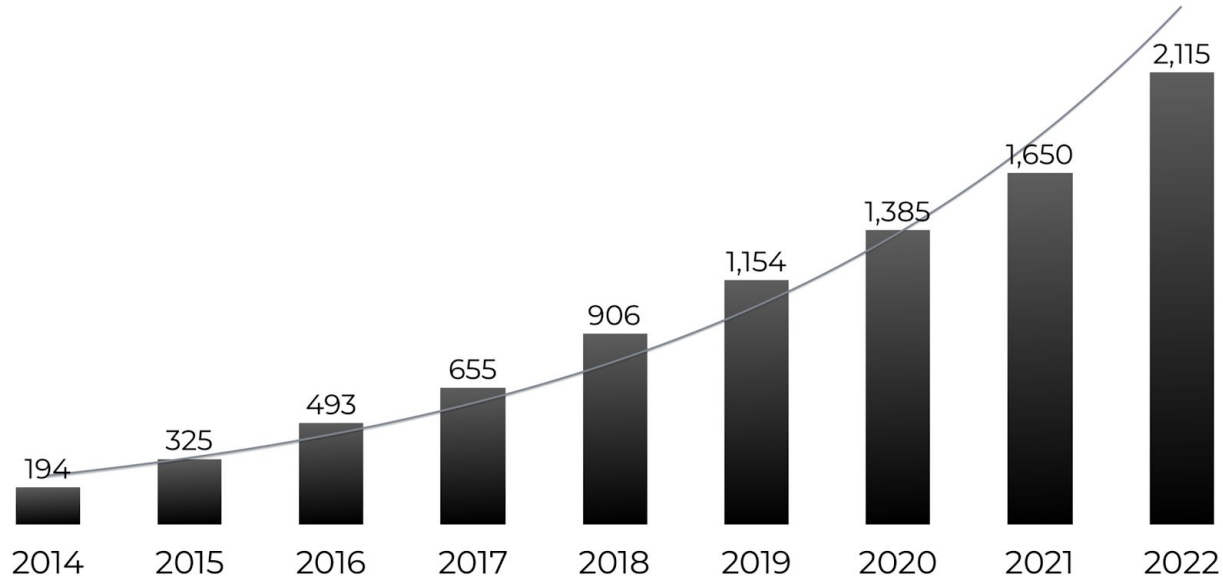
Video games industry created an enormous of professional players, competing for million dollar prizes and attracting hundreds of millions viewers all around the world.

While you don't know anything about this phenomena, the International Olympics Committee is already considering an option of including Esports to Olympic games as a new discipline. That's how huge it is, and every year new horizons and opportunities are being discovered.



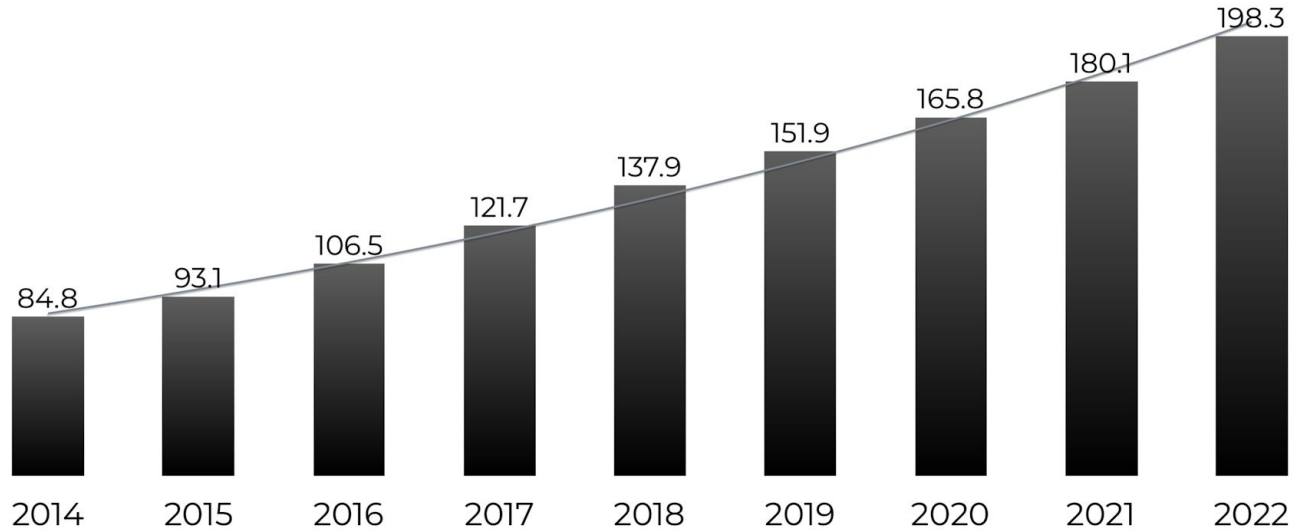
# ESPORTS IN REVENUES

Nowadays Esports market is one of the most actively growing segments in the world. The potential of it is still huge though.



**The eSports Industry Growth, in USD million (2014-2022)**

Moreover, eSports is an integral part of the video games market, the most actively developing segment of entertainment industry.

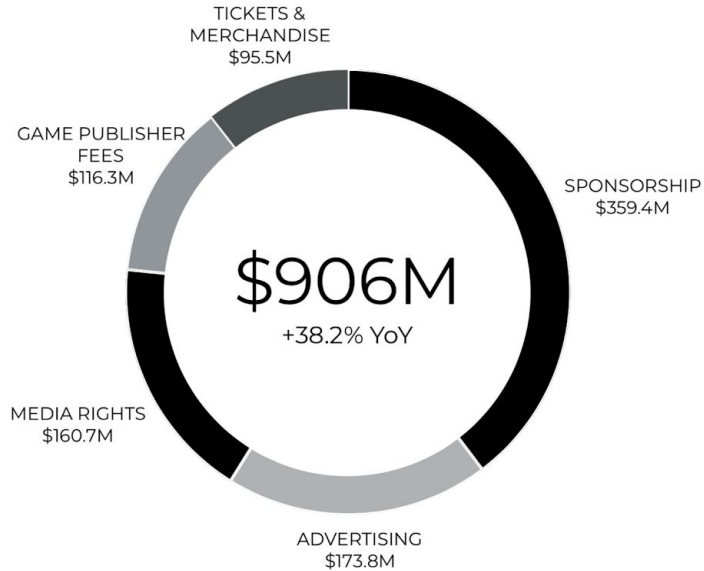


**The Video Games Industry Growth, in USD billion (2014-2022)**



# ESPORTS REVENUES BREAKDOWN IN 2018

Last year the sector generated most of the revenues from major and minor tournaments and supportive events, where the fans meet each other and watch the battles between professional teams. Here are the main revenue streams:



# ESPORTS MARKET BY AUDIENCE & COVERAGE

It all began with LAN clubs and hundreds of kids competing against each other. Nowadays there are hundreds of millions people engaged in eSports more actively, than any other traditional sport.

1.58

BILLION

people are playing video games worldwide

380

MILLION

was the global eSports fanbase in 2018

60

MILLION

viewers watched a single tournament in 2017

\$24.8

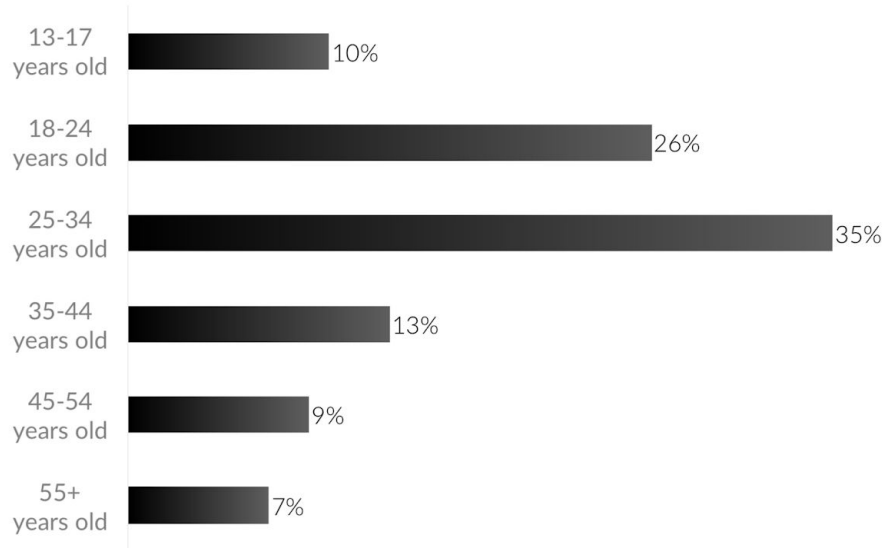
MILLION

US dollars was the largest prize pool in a single tournament - The International 2017

# AGE DISTRIBUTION

You will be surprised, but the majority of eSports fans are aged between 18 to 34 years.

72% of them have full-time high-paid jobs.





## MARKET RESEARCH

We explore your region, define the audience and best promo channels

## EVENTS STRUCTURE

A series of qualifiers, seasonal events, major, and minor tournaments.

## BUSINESS STRATEGY

Your investment is secure with our team of advisors & consultants.

## PRODUCTION

All-in-one package of software and hardware to ensure the best content.

## TRADEMARKS & LEGAL

Get the right to represent the world-known brand.

## EXCLUSIVE RIGHTS

Become the only representative of the global franchise in your region.

# GROW THE NEXT CHAMPION

Hire, curate and exchange professional eSports athletes in order to lead your organisation to the top positions. Be a part of WFES global network to compete for the biggest prizes.



# TOP EARNING ESPORTS TEAMS

Esports organizations usually manage multi-discipline teams. Participation in multiple events throughout the year allows them to win prize pools and sign sponsorship contracts.

TEAM NAME	PRIZE MONEY (USD)	TOURNAMENTS ENTERED	HEADQUARTERS	GAMES
TEAM LIQUID	\$23,291,569	1,373	Utrecht, Netherlands	14 games
EVIL GENIUSES	\$20,626,966	708	San Francisco, CA	7 games
TEAM OG	\$17,562,205	48	Europe	Dota 2
NEWBEE	\$12,803,467	127	China	3 games
VIRTUS PRO	\$11,467,233	410	Russia	5 games
FNATIC	\$11,303,007	774	London, UK	9 games
VICI GAMING	\$9,259,850	245	Shanghai, China	5 games
LGD GAMING	\$8,692,242	118	Shanghai, China	4 games
SK TELECOM T1	\$8,563,432	211	South Korea	League of Legends

A person is shown in profile, wearing large blue headphones and glasses, focused on playing a video game. They are seated at a desk with two computer monitors. The left monitor displays a game character, and the right monitor shows a game map. The person's hands are on a colorful mechanical keyboard and a mouse. The scene is dimly lit, with green ambient lighting under the desk.

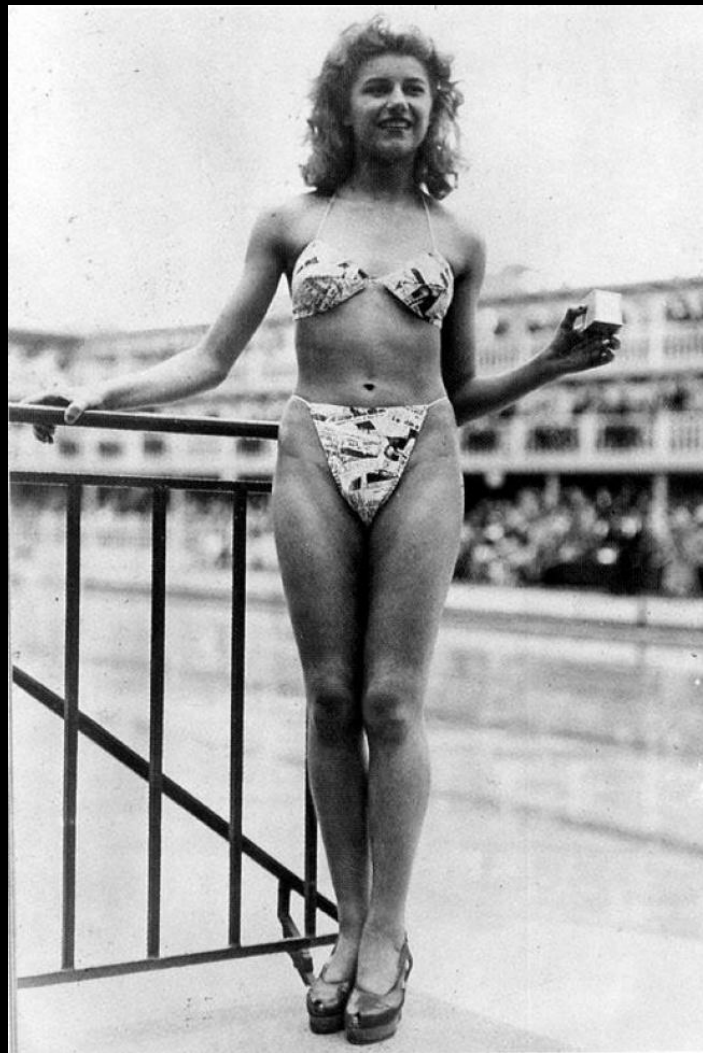
EVERYTHING HAS A  
START



THE FIRST CAR  
1896

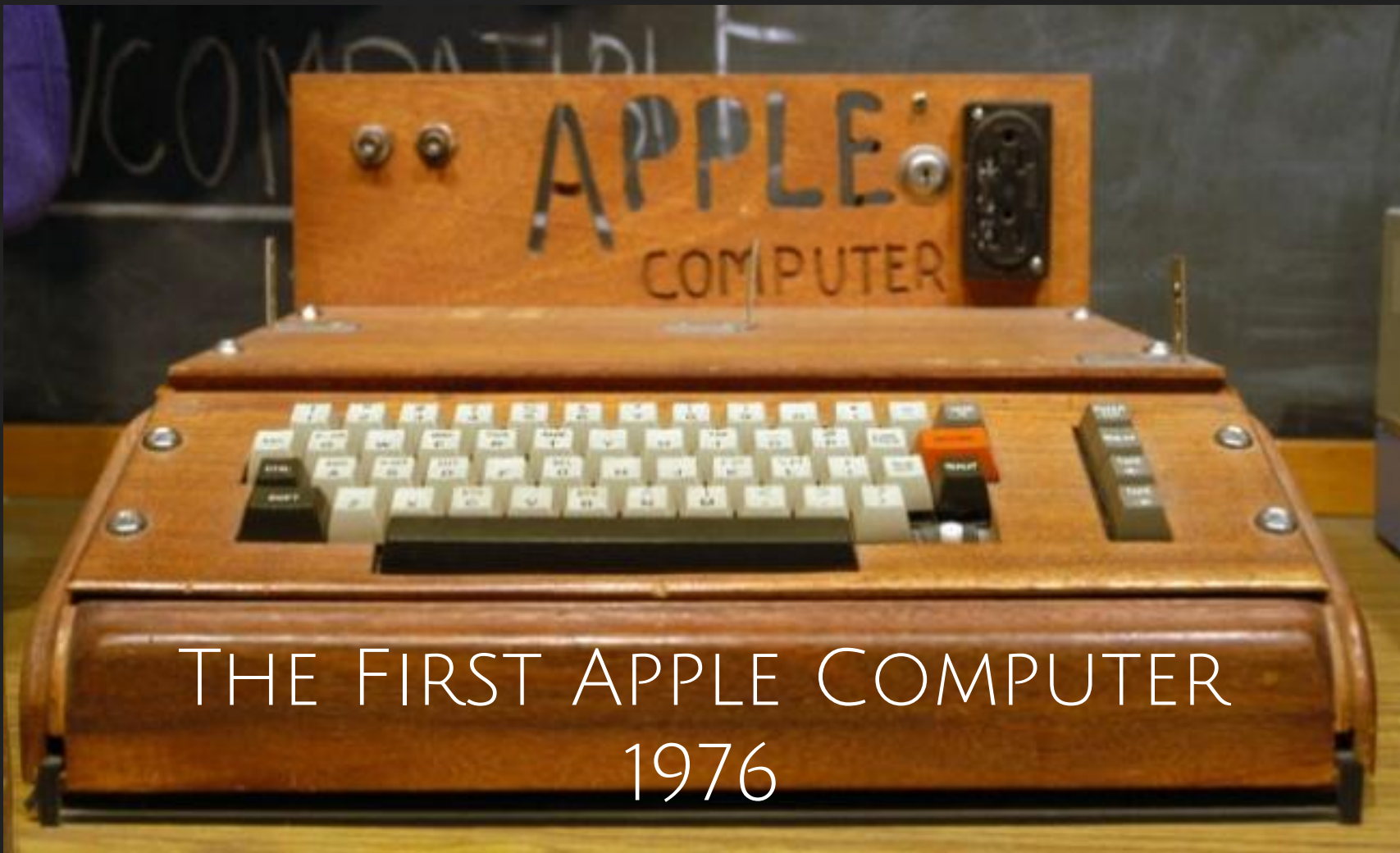


THE  
FIRST  
BIKINI  
1946



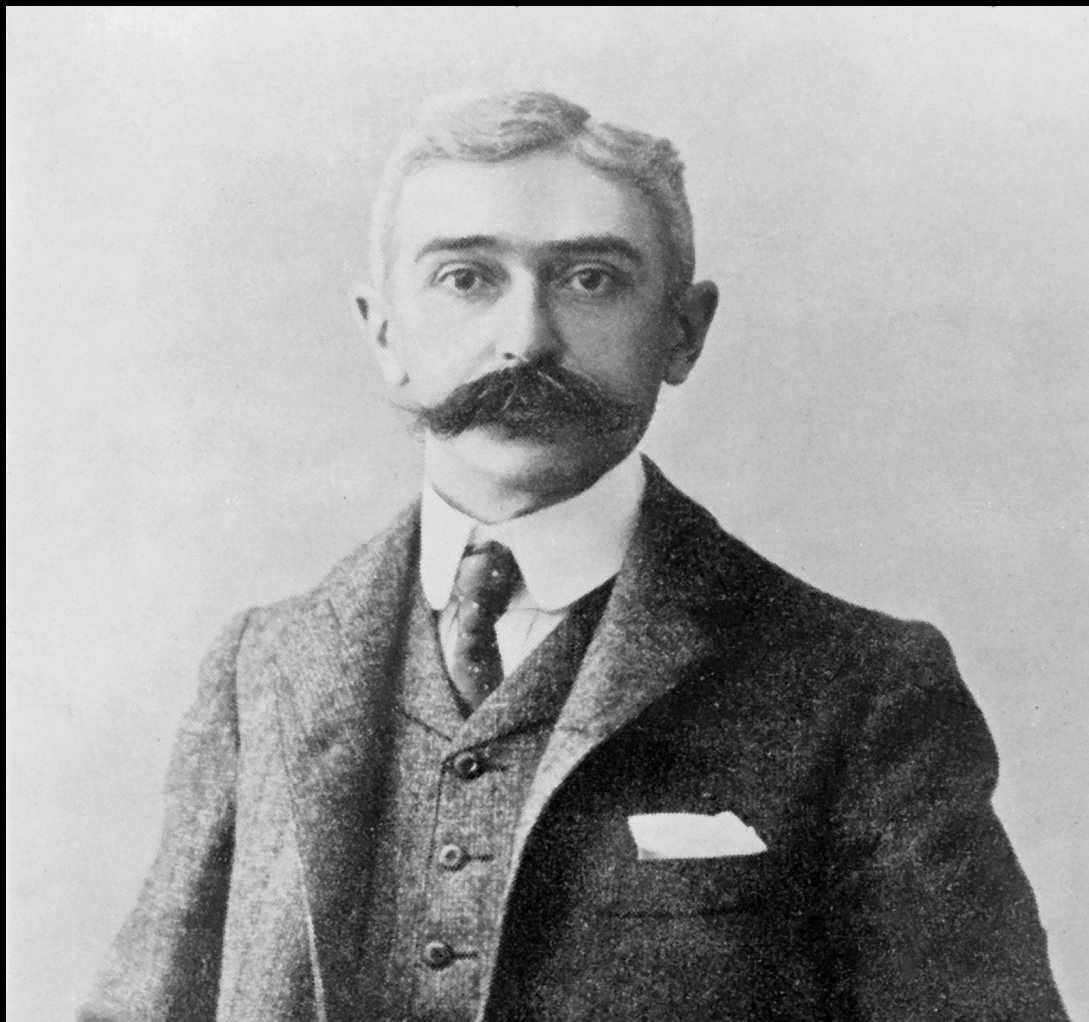
# THE FIRST CELL PHONE 1973





THE FIRST APPLE COMPUTER  
1976

DO YOU  
KNOW  
HIM?



# The Crazy Changes the World

**Do you know Baron Pierre de Coubertin?** He started Olympic in 1896.

Benjamin "Bugsy" Siegel moved from New York City to Las Vegas with his crazy dream to build what is known to be Las Vegas today.

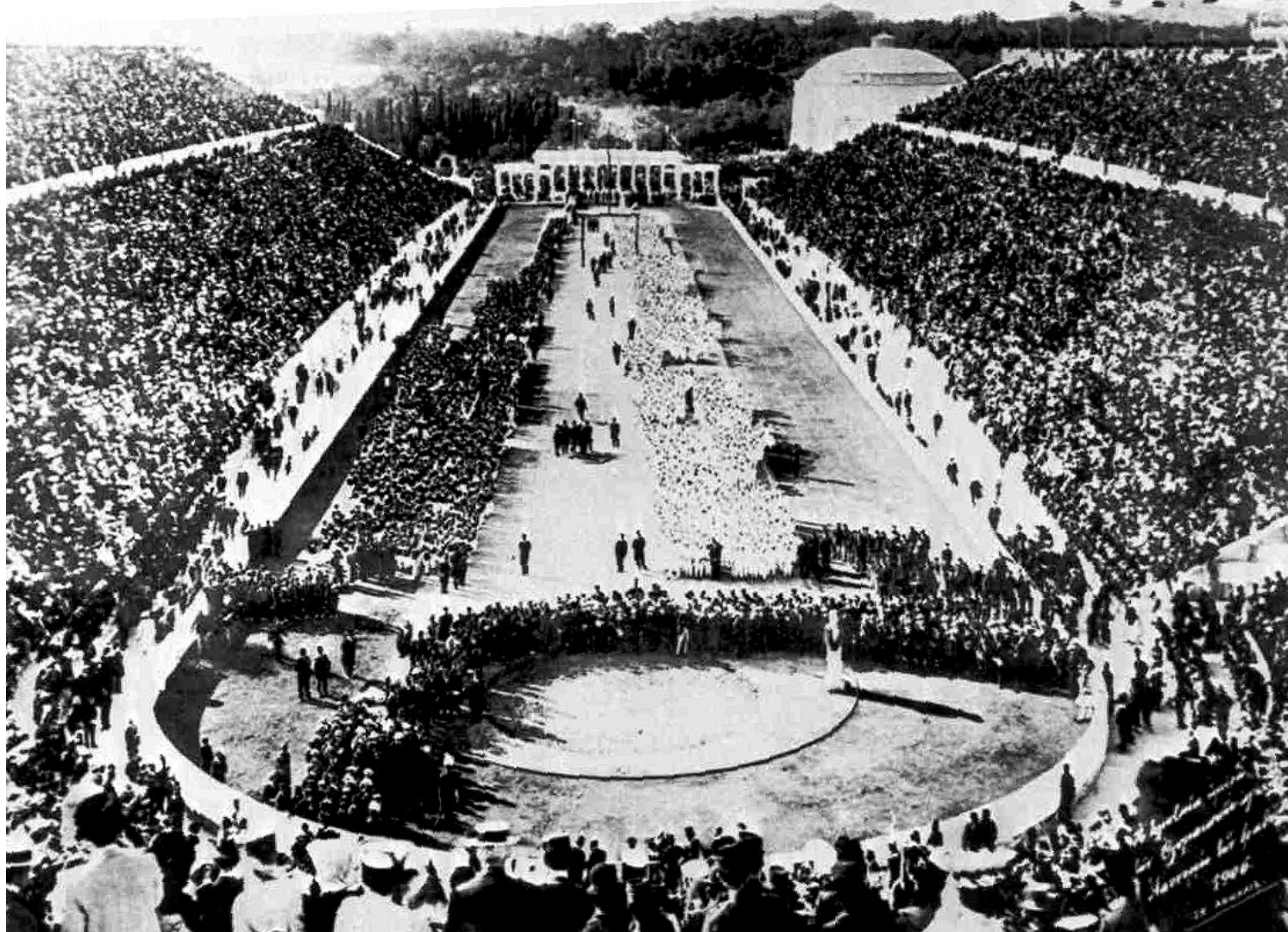
Steve Jobs, Thomas Edison, Elon Musk and so forth. All these had something in common. Their crazy ideas changed our world forever.

Esports Olympic has never been done before. And I propose to you to make this dream come true together. The World has become a better place with these innovative minds.

Let's be crazy together!

THE FIRST  
MODERN  
**OLYMPICS** WERE  
HELD IN ATHENS,  
GREECE, IN 1896.

THE MAN  
RESPONSIBLE  
FOR ITS REBIRTH  
WAS A  
FRENCHMAN  
NAMED BARON  
PIERRE DE  
COUBERTIN,  
WHO PRESENTED  
THE IDEA IN 1894.





1896: THE FIRST OLYMPIC

A person is shown in profile, wearing a large blue headset and playing a video game on a computer. The person's hands are on a keyboard with colorful keys and a mouse. The background is dark, with the light from the computer monitors illuminating the scene. The text "CAN'T WE HAVE AN OLYMPIC FOR ESPORTS?" is overlaid in white, sans-serif font across the center of the image.

CAN'T WE HAVE  
AN OLYMPIC  
FOR ESPORTS?



Tentative Date



10.22-10.27

KOREA

2019 South Korea  
2020 Tokyo, Japan  
2021 Hong Kong, China  
2022 Malaysia  
2023 England  
2024 United States  
2025 Germany  
2026 Moscow, Russia  
2027 Canada

2019 Events

LEAGUE OF LEGENDS



PLAYERUNKNOWN'S BATTLEGROUNDS

FIFA

STARCRRAFT REMASTERED

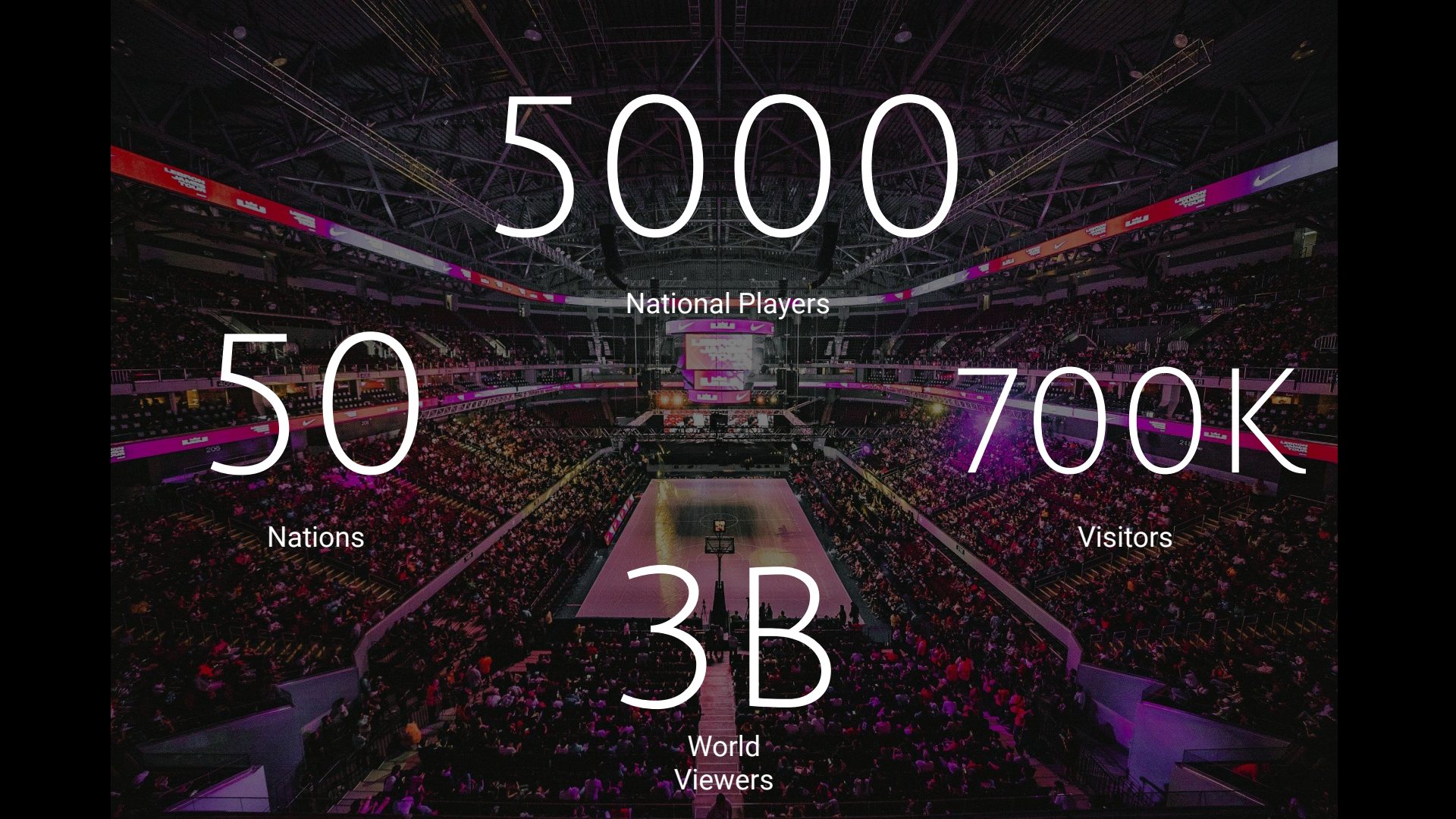
FORTNITE

HEARTHSTONE HEROES OF WARCRAFT

CRAZYRACING KART RIDER

DOTA 2

10-12 GAMES



5000

National Players

50

Nations

700K

Visitors

3B

World  
Viewers



IEOC

INTERNATIONAL ESPORTS OMNIPOTENT COMMITTEE WAS  
ESTABLISHED IN LONDON, UK



**CERTIFICATE OF INCORPORATION  
OF A  
PRIVATE LIMITED COMPANY**

Company Number **11894713**

The Registrar of Companies for England and Wales, hereby certifies that  
IEOC LTD

is this day incorporated under the Companies Act 2006 as a private company, that the company is limited by shares, and the situation of its registered office is in England and Wales.

Given at Companies House, Cardiff, on **20th March 2019**.

The above information was communicated by electronic means and authenticated by the  
Registrar of Companies under section 1115 of the Companies Act 2006



THE OFFICIAL SEAL OF THE  
REGISTRAR OF COMPANIES



Companies House



CamScanner

# IEOC World

IEOC was founded by Kent Kim in London, UK and plans to invite VIPs as committee members for the IEOC World.

Dr. Ogan Gurel: Harvard A.B. & PhD at Columbia University, NYC

IEOC South Korea has 38 Directors.

IEOC Members are now in 50 Countries.



# IEOC Structure

Every country will have a proper number of IEOC Members to represent every major City, every State and every Nation. Depending on the population, the number of IEOC Members will be different for every country.

For example, IEOC South Korea has 50 National Directors to collaborate and carry out necessary tasks. For the US, One National Director can't cover all country. Even for China, every city will have a number of IEOC National Directors to collaborate with.

We do not believe in giving too much power to one national director. Therefore, we require that each country must have at least 30 IEOC National Directors to handle the enormous amount of work needed every year. We believe in collective reasoning and decision-making not in dictatorship or one man show.

We believe in harmony, collaboration and cooperation.



## LETTER OF MANDATE

London, April 30th, 2019

Kent Kim of IEOC, International Esports Omnipotent Committee, I hereby that Mr. Abbas Arzi-Soltan, CEO of Cube at Unit 4, No 1083, Between Emam Khomeini Av and Jomhoori St, ValiAsr St, Tehran, Iran, bearer of passport number \_\_\_\_\_, is our Official IEOC Representative in Iran.

Mr. Abbas Arzi-Soltan represents us with Governments, Political leaders, Institutions, Ministries, Organizations, Corporates, National Public and Private Parties.

Our main activities concern International Esports Tournaments, Esports Gaming, Esports Publishers, Esports Equipments, Magazines, PC products, IT Products, Food, Drink, Electronics, Airline Companies, Associations and Organizations,.

Our mission is to host International Esports Omnipotent Tournament at major city in different country every year and help International players, leaders, corporations and nations build their global influence, catalyze innovation and lead the global exchange of ideas regarding Esports. IEOC was founded in London, UK in 19th March of 2019.

I therefore request all competent authorities in Iran to grant him all necessary support to fulfill his vision and assignments.

Kent Kim  
Founder  
IEOC  
27 Old Gloucester Street, London, WC1N 3AX, England  
[www.gamegodsworld.com](http://www.gamegodsworld.com)



50 Countries

1000 IEOC Members

5000 National Players

# IEOC: International Esports Omnipotent Committee

1. IEOC Austria: Thomas Kunze
2. IEOC Australia: Scott Bednarski (In discussion)
3. IEOC Canada: Arwina Mogul: Esports Tickets Founder: [esportstickets.gg](http://esportstickets.gg)
4. IEOC Canada: Ontario: Neil Cesario: Sterling Information Tech.
5. IEOC China: Andy
6. IEOC China: Kris
7. IEOC China: KS Jin
8. IEOC Egypt: Walid Arafa: Esports Manager at Game2Mena
9. IEOC Estonia:
10. IEOC France: Vincent Jouglard: Founder of Gamify Esports
11. IEOC France: Paris: Toby Coop: President of [playing.com](http://playing.com)
12. IEOC Ghana: Kwesi Hayford: Ghana Esports Association President
13. IEOC Germany: Marvin Matthes
14. IEOC Germany: Bavaria: Marc Forster: ProSiebenSat.1 Media SE
15. IEOC India: Sarvesh Deokar: Playtonia Esports
16. IEOC India: Dilroop Us
17. IEOC Iran: Abbas Arzisolatan: CEO of Cube
18. IEOC Japan: Shinnoske Ito
19. IEOC Japan: Kurihara Satoshi
20. IEOC Korea: President Cho Dong Sung of Incheon National University
21. IEOC Korea: Tae Ju Bae
22. IEOC Korea: Hun Jae Lee
23. IEOC Korea: Cult Billy
24. IEOC Korea: Sang Yoon Lee
25. IEOC Korea: Young Jin Kim
26. IEOC Libya
27. IEOC Mauritania
28. IEOC Malaysia: Dato' Seri Ivan Teh
29. IEOC Malaysia: Doryan Ahn
30. IEOC Malta
31. IEOC Morocco: Mehdi Najmi: Founder of NEL
32. IEOC Mexico: Adriel M. Mercado: CEO of Gamelta
33. IEOC Nigeria: Kymberly Eyo
34. IEOC Pakistan: Was Khann
35. IEOC Poland: Piotr Wasilewski: Ptak Warsaw Expo
36. IEOC Romania: Vlad Suteu: CEO of Knoxon Tech.
37. IEOC Serbia: Aleksa Pitulic: Co Founder of GO Esports
38. IEOC Singapore: Andy Yeo:
39. IEOC South Africa
40. IEOC Spain
41. IEOC Switzerland: Yong Han Lee
42. IEOC Thailand
43. IEOC United Arab Emirates: Nawwaf Al Harmi
44. IEOC United Arab Emirates: Loghman Shavarany: General Secretary of AESF
45. IEOC United Arab Emirates: Nabil Hasan: LG
46. IEOC United Arab Emirates: David Jenns: UAE Esports Association Consultant
47. IEOC UK: Adam Whyte (In discussion)
48. IEOC UK: London: Fabian Jean-Baptiste: CEO of REUM
49. IEOC UK: Nottingham: Leon Dale:
50. IEOC UK: Oliver L: CEO of Demise Professional Esports Team
51. IEOC UK:
52. IEOC USA: California: GameSync Esports Centers
53. IEOC USA: California: Ben Fox: Founder of Gameacon
54. IEOC USA: California: Silver Padilla: CEO of Esports Labs
55. IEOC USA: New Mexico: Will Sosinski: CMO of Esports Labs
56. IEOC USA: New York: Daniel Wise
57. IEOC USA: New York: Ari Fox: CEO of CEC Clarion Event
58. IEOC USA: New York: Paul Sacks: Digital Gamma
59. IEOC USA: New York: Ari Pine: Digital Gamma
60. IEOC USA: North Carolina: Way Stark
61. IEOC USA: North Carolina: Leo Flounoy:
62. IEOC USA: North Carolina: Skyler Rivera
63. IEOC USA: South Carolina: Matthew Snyder: CEO of MainStage Gaming Network
64. IEOC USA: Texas: Michael Kilpatrick: Founder Esports Marketing Group Inc.
65. IEOC USA California Silver Padilla
66. IEOC USA Will Inches
67. IEOC Indonesia
68. IEOC Vietnam
69. IEOC Algeria
70. IEOC Tunisia
71. IEOC Kenya – @Nathan Masyuko
72. IEOC Zimbabwe – @Thomas Arnold Phiri
73. IEOC Angola – @Ivandro Caiata
74. IEOC Nigeria @Emmanuel Oyelakin
75. IEOC Guinea
76. IEOC USA: Illinois: George Shin

# The Time Line

4/18 Japan, China, Korea Inauguration at Shilla Hotel, Seoul, Korea

5/30 World Ambassadors Day at Shilla Hotel, Seoul, Korea

5/31-6/2 Tokyo, Japan

6/6-13 Visit Las Vegas for Esports Conference

6/20 Visit Olympic Foundation in Switzerland

7/19 IEOC Japan Inauguration at Palace Hotel, Tokyo, Japan

9/9 All the National Players must be completed

10/22-27 The first International Esports Omnipo

# The First Time in History

**If no one does it, we will do it.**

If you see an opportunity, just seize it. Just like Nike. What is to be afraid of? Let's work together with the best talents out there. We are all here for the same reason.

Let's make the Biggest and Baddest International Tournament for Esports like Olympic where all the national teams can compete for the best.

Who is the best on earth? For every game?

This will forever change the way we look at Esports players once and for all.

# Everything Starts Somewhere

**The beginning may be humble, but the end will be glorious.**

In the beginning, we lack everything. Nevertheless, I believe once we start this year, it will only get better year by year. Once we start in 2019, 2020 and 2021 will be much better!

Nothing is perfect in the beginning. But we will improve in every aspect that we humbly welcome all the lessons to be learned.

Everyone was an infant at some point. Let's not forget that we all learned to ride a bicycle by falling many times. Let's not forget that even Jeff Bezos had to make many mistakes before he made Amazon today.

So let's not be scared of new challenges in front of us, but rather be ready to sail through all the hardships that may confront us.

# Budget

We are raising \$5-10-50 Million dollars to successfully host the 1st Esports Omnipotent Tournament in Korea, 2019 depending on the number of attendees.

We have asked IEOC representatives in each country to contact Airline companies in each country to negotiate and also contact possible sponsors in each country to raise enough fund for airplane tickets for all the players.

This is a daunting challenge; however, we believe together we can achieve anything. We welcome both talented people and funds.

If you are interested in this project, feel free to contact us at any time.



# Opening & Closing Ceremony

We plan to invite K POP stars such as BTS, PSY and Twice to both Opening and Closing ceremonies to celebrate the 1st Esports Tournament, “Game Gods.”

The list will grow and we want to invite the most wanted Singers to make history.



# Just Do it

If no one does, we will start the first Esports  
Olympic-like Tournament in 2019.

If you can't make the best game in the world, you  
can make the best competition.



IEOC Inauguration  
18th April, 2019  
Shilla Hotel: Seoul, Korea

 **IEOC**  
International eSports Omnipic



1000  
SPONSORS

ACTIVISION  
BLIZZARD

Tencent 腾讯

Microsoft

WARGAMING.NET  
LET'S BATTLE

twitch

NEXON

SEGA®

POKÉMON

Google

KONAMI

Nintendo®

IGT

King

GameStop®



zynga

JAUNT™

CAPCOM®

BANDAI  
NAMCO

VISA®

HARMONIX

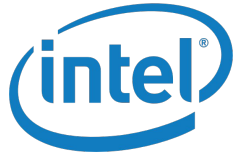
PayPal

ZeniMax<sup>®</sup>  
MEDIA INC.

BUNDES  
LIGA

SPONSORSHIP MEETINGS IN PROCESS

SPONSORSHIP MEETINGS IN PROCESS



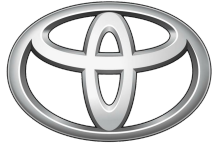
SPONSORSHIP MEETINGS IN PROCESS



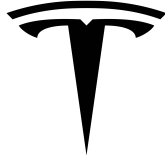
SPONSORSHIP MEETINGS IN PROCESS



Mercedes-Benz



TOYOTA



Red Bull®



ENERGY DRINK

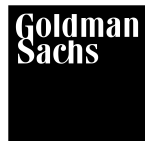


Coca-Cola

SPONSORSHIP MEETINGS IN PROCESS



INNOVATION  
ACCELERATOR





# Kent Kim

Writer of 16 books in Korea

UN WFP Innovation Council Advisor  
since 2018

Harvard (97) Economics

Founder  
Dragon CEO Forum  
[www.dragonforum.net](http://www.dragonforum.net)

Advisor  
Busan Economic Promotion Agency  
<https://www.bepa.kr/english/>



A person is shown from the side, wearing a large, black gaming headset with a microphone. They are sitting at a desk in a dark room, illuminated by the glow of a computer monitor. The monitor displays a colorful game interface. In the background, several posters for video games are hanging on the wall, including one for 'Halo Infinite'. The overall atmosphere is that of a professional gaming or esports environment.

# UN WFP Innovation Advisor



The Former Secretary General of UN, Bahn Kimoon

# 전 노스캐롤라이나 주지사 David Beasley



# UN WFP Innovation Bootcamp in Munich, Germany with Google









29th Harvard President Inauguration Speech In Japan





Dragon Forum Founded in October, 2016

# DRAGON FORUM GLACEP NETWORK



With the most famous Korean singer, Insooni





With the actor from Old man and Sea,  
Anthony Quinn

# 경기도 의료관광 활성화 업무협약식

14. 9. 30 기충소... 합지원선



Governor of GyeongGi Do Province in Korea

A person is shown from the side, wearing a large, black gaming headset with a glowing logo. They are sitting at a desk, looking at a computer monitor. The monitor displays a game interface with a blue and black color scheme, featuring a central hexagonal graphic and various UI elements. The background is dark, with several gaming posters hanging on the wall, including one for 'Halo Infinite'. The overall atmosphere is that of a professional gaming event or a dedicated gaming setup.

EVERYTHING HAS A START.  
THERE IS ALWAYS A BEGINNING  
JUST LIKE ANY GAME.



Let's make a history  
together!



# GAME GODS

ESPORTS WORLD BATTLE



Game Gods is another official name for the 1st eSports Omnipotent as to portray the ideas of amazing eSports players around the world with God-like skills. Greek Gods symbolize super human beings that are beyond average people. We love Avengers the movie. Superheroes represent what people normally can't achieve in real life. Thus, "Game Gods" are the titles that will be given to a few fantastic Esports players around the globe. Thus, the message is clear. Game Gods are among us. Anyone can rise above.



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