

The 19th ASIAN GAMES Hangzhou 2022

Arena of Valor Asian Games Version

Dota2

Dream Three Kingdoms 2

EA SPORTS FIFA branded soccer games

League of Legends

PUBG Mobile Asian Games Version Street Fighter V

The International Esports Talents Booster Program with Impact

As global esports talents of all types of games have been striving to perfect their skills for preparation of any international competitions, Yesports (https://yesports.asia/) mandates are to provide linkage and the required skill sets for these talents to participate in these global events for testing their skills, to gain Fame & Fortune as a result!

There are 40 sports including swimming, archery, athletics, badminton, basketball, boxing, etc., with 61 disciplines being covered at The 19th Asian Games Hangzhou 2022 in September 2023 in Hangzhou, China. Esports will also be an official medal competition in the 19th Asian Games (the "Event") for the first time. There is a total of 7 medal items for the 7 esports games category (the "Games") to be competed including PUBG Mobile (Asian Games version), League of Legends, FIFA Online 4, Street Fighter V, Arena of Valor (Asian Games version), Dota 2 and Dream Three Kingdoms 2.

The International Esports Talents Booster Program (the "Program") will be launched soon with the objectives of assisting those international gamers interested in addressing different opportunities of possible participation in all kinds of esports international events including but not limited to the Event as contestants/ candidate.



Yesports will co-organize the International Esports Talents Booster Program, a 5-day intensive program, to prepare those participating talents for the Event. Talents participating in the Program (and/or excel in the final contests of the Program) may have the opportunity to represent Hong Kong China to participate in the Event, subject to the satisfaction of the Asian Games and related qualifying entities. The final winners, hopefully through this process, can showcase their skills and profiles on an international scale and access to potential prize pool of millions, not to mention that the Asian Games Award is being perceived as having a similar status as that of Olympic Games.





Program Contents

- Esports Macro Introductions,
 Global Esports Industry Updates
- The 19th Asian Games Introduction, Insights, Rules of Asian Games and Competition Strategies
- Targeted Esports Skills Training
- Strategies for the qualifying process
- There is also a Selection Contest for testing the skills of the enrolled participants at the end of the Program

Program Instructors

- Qualified Coaches
- Esports Pro-gamers*
- Esports Practitioners

5-day program starting in

MAY 2023 (Tentative)

Enquiry and Enrollment

Please email to edu@yesports.asia Call or WhatsApp +852 6848 2650

Multiple Locations

Initially in Mainland China or Thailand (Tentative)

Other locaions within Asia can also be arranged if there is a minimum enrollment for the requests

Program Enrollment Requirements

- Gamer (with relevant esports experience in either one or more of the Eight Games being contested)
- Preferably already have earned good ranking in the Games
- Preferably have national/ international winning records

Note: For entry requirements of the 19th Asian Games, please refer to the Asian Games official portal

\$1,800 USD

(subject to the Terms and Conditions set out below)

per person



*Professional esports athletes or pro-gamers are players that have achieved a certain level of skills and achievements recognizable by either the respective gamers' community or by the specific game publisher/s. For global rankings of the Pro gamers, pls refer to the different ranking sites available through google search or other search engines/ portals.



Program Host



Yesports Media Limited

Yesports Media Limited ("Yesports") is a Hong Kong based leading global esports group offering a full value chain operations covering tournaments, events, talents management, online education, ecommerce of games/ games supplies, blockchain based services etc. Yesports strategy is to provide an "Esports + Social media + Entertainment" platform showcasing talents' skills and connecting talents to the corporates, sponsors and markets to maximize economic impact. In the past years, Yesports has held 380+ events with over a few hundred different partners globally (such as Universities) under the brand "Yesports University League".

For more information about Yesports, Yesports University League, please visit official websites:

https://yesports.asia https://www.yesportsuleague.com

For more updated information about Yesports, please follow Yesports' social media and stay tuned:

https://www.facebook.com/yesports.asia https://www.linkedin.com/company/yesports-media-limited

Yesports Master Club

Yesports Master Club is the education and talent arm of Yesports Media Limited, which provides a hub and alliance to fellow esports players. It aims to maximize esports players' career development in the esports industry! Yesports Master Club has been working with many Hong Kong esports athletes including both professional and amateur to participate in the Yesports Master Tournament (the "Tournament") to showcase their superb skills and abilities. The Tournament consists of a wide variety of games, including all the games featured in Asian Games.

Vision

- Promote esports culture and the participation of various players
- Provide global benefits and development opportunities for gamers
- Improve the living standards and social status of esports athletes
- Contribute to the development of the esports industry, especially in Hong Kong, the Greater Bay Area, and Asia.

For more information about Yesports Master Club, please visit the official website:

https://www.yesportsmasterclub.com



Enrollment Form of "International Esports Talents Booster Program"

Name			Age	Date of Birth	/	/
Gender	Nationalit	у		Email		
Address				Mobile No.	()	
				Referrer		
Games —	PUBG Mobile Honors of Kings Others, Please sp	☐ Arena of Valor☐ League of Lege	_	_	OTA 2 eam Three Kingdom	s 2
Game ID			Ra	nking		
Game Se	rver					
Game Pla	tform	obile Phone	_ c	omputer	Game	Console

Terms and Conditions

Applicant who submits this Enrollment Form is deemed to have understood the details of the Program, and accepted the following terms and conditions in full:

- 1. Applicant agrees to automatically become member of Yesports and talent of Yesports Master Club, subject to the privileges and terms and conditions of Yesports (https://yesports.asia/).
- 2. Yesports has the final decision to accept application for enrollment into the Program by the Applicant.
- 3. Program Fees can be paid by T/T payment or crossed cheque payable to "Yesports Media Limited" after invoice is issued. Program Fees paid shall not be refundable for any reason under any circumstances. Yesports will not be liable for any loss of cheque sent by mail.
 For payment by cheque, please send to:
 Company Name: Yesports Media Limited

Address: Room 1902, 19/F, K11 Atelier, 18 Salisbury Road, Tsim Sha Tsui, Kowloon, Hong Kong

- 4. Program Fees will include Program materials, stationary for information session; gaming gears and equipment for esports skills training and contest sessions.
- 5. All international and domestic transportation to and from Applicant's home base or departure location and Program location, accommodation, meals, travel insurance and all personal expenses are <u>not</u> included in the Program Fees.
- 6. Applicant should hold a valid visa. Non-local Applicant should hold valid visa (e.g., Travel Visa, Student Visa, Employment Visa or Dependent Visa). Yesports will not be responsible for any personal loss and damages of the Applicant under any circumstances.
- 7. Applicant per se has the responsibility to arrange and hold an adequate valid insurance coverage for participating in the Program. You must arrange your own insurance cover at your own cost. For the avoidance of doubt, Yesports is not responsible for arranging and/or paying for any insurance cover for the Applicant during the Program. Yesports shall not bear any cost of third party liability in respect of each potential claim and/or settlement relating to the Program.
- 8. Enrollment process starts after Enrollment Form is received and full payment is confirmed. Yesports will confirm with the Applicant individually for the successful enrollment.
- 9. The Program is enrolled on a first-come-first-served basis after receipt and confirmation of full payment. Applicant is required to settle full payment within three (3) days after the Enrollment Form is submitted, approved and confirmed by Yesports, otherwise there is no guarantee that the enrollment will be successful.
- 10. Applicant should inform Yesports immediately if you are unable to attend the Program post payment.
- 11. Neither Yesports, any of its affiliates nor any other person and none of them or their officers, employees, representatives or agents (the "Representatives") performing any function in relation to the Program shall be liable for any lost opportunity or opportunity cost or any liability, cost, expense, lose, damage, tax or claim of any nature whatsoever (the "Loss") incurred or suffered by the Applicant as a result of Yesports providing the Program.
- 12. The Applicant agrees to indemnity and agree to keep indemnified and hold harmless Yesports, its affiliates and persons acting under or in connection with this Program and their Representatives from and against all Loss which may in incurred or suffered by a result of, including without limitation: (i) any of them and all actions or proceedings which may be bought by or against any of them in connection with the provision of the Program; (ii) any failure by the Applicant to comply with the Terms and Conditions under the Program; (iii) any change in the applicable laws or any information regarding the Event; and/or (iv) any act or thing done or caused to be done by Yesports in connection with or referrable to the Program. The indemnities and warranties given shall survive in any event regarding the
- 13. All information, representations, data, materials, emails, text messages and documents shared in the Program are private and confidential (the "Information"). Disclosure of Information shall only be made with the prior express written approval of Yesports. All copyrights, patents, intellectuals and other property rights in connection with the Program and the information contained herein are owned by Yesports or its affiliates. No rights of any kind are licensed, assigned or shall otherwise pass to persons accessing this Information. Neither Yesports nor its Representatives accept any responsibility whatsoever for the accuracy or completeness of the information provided (including information provided by and from the third parties) contained in this document. Information should not be copied or distributed to third parties without the written consent of Yesports. This clause shall survive after the completion of the Program.
- 14. Nothing relating to the Program is intended to grant any right to any third parties to enforce any term herein or to confer on any third party any benefits (Rights of Third Parties) Ordinance (Cap. 623 of the laws of Hong Kong), except to Yesports may enforce any term of and enjoy any benefit conferred upon it.
- 15. Any dispute, controversy, difference or claim arising out of or relating to the Program, including the existence, validity, interpretation, performance, breach or termination thereof or any dispute regarding non-contractual obligation arising out of or relating to it shall be referred to and finally resolved by arbitration administered by the Hong Kong International Arbitration Centre ("HKIAC") and the HKIAC Administered Arbitration Rules in force when the Notice of Arbitration is submitted. The law of this arbitration clause shall be Hong Kong law. The seat of arbitration shall be Hong Kong. The number of arbitrators shall be one. The arbitration proceedings shall be conducted in English.
- 16. Yesports reserves its absolute right to make any changes on the Program at any time without prior notice. In the event of any disputes, the decision of Yesports shall be final and conclusive.

Disclaimer

- 1. The Program provided by Yesports contains content which is provided by third parties. Yesports does not accept any liability and/or responsibility for any errors, inaccuracies, false information and/or any material which may be offensive and/or defamatory and/or which is an infringement of copyright and/or other intellectual property rights and/or any other matter.
- 2. Yesports provides talents with an opportunity to get prepared for representing Hong Kong China to participate in Hangzhou, China during the Event. While every effort is made to ensure timeliness and accuracy of information contained in this Program, such information and materials are provided "as is" without express or implied warranty of any kind. In particular, no warranty or assurance regarding non-infringement, security, accuracy, fitness for a purpose or freedom from computer viruses is given in connection with such information and materials.
- 3. Yesports, its affiliates and Representatives are not liable for any loss or damage in connection with any online payments made by the Applicant by reason of (i) any failure, delay, interruption, suspension or restriction of the transmission of any information or message from any payment gateways of the relevant banks and/or third party merchants for processing credit/debit/smart card or other payment facilitation mechanism; (ii) any negligence, mistake, error in or omission from any information or message transmitted from the said payment gateways; (iii) any breakdown, malfunction or failure of those gateways in effecting online payment service or (iv) anything arisen out of or in connection with the said payment gateways, including but not limited to unauthorised access to or alteration of the transmission of data or any unlawful act not permitted by the law.

Personal Data Collection Statement

- 1. The "personal data" means any data: (i) relating directly or indirectly to a living individual; (ii) from which it is practicable for the identity of the individual to be directly or indirectly ascertained; and (iii) in a form in which access to or processing of the data is practicable. The personal data will be collected and used in accordance with the terms of the Personal Data (Privacy) Ordinance (Cap. 486).
- 2. The personal data of the Applicant are collected voluntarily and kept for purposes of processing of the Program enrollment, administration, course & Program research and statistical matters and for any other purposes legally accepted relating to the Program.
- Applicants who wish for access to and/or correction of personal data may send their written requests to Yesports. The personal data provided in the Enrollment Form will be used by Yesports for direct marketing, including special offers, training and education programs, awards and competitions, membership, promotional activities and other services and activities that it may arrange.

De	claration (Please tick "√" the boxes□)					
	I declare that all information provided in the Enrollment Form is accurate, true and complete and is not inaccurate and/or dishonest. Any false or misleading information therein shall lead to disqualification of my application for enrollment.					
	I understand that my personal data provided in the Enrollment Form will become part of Yesports' members and Yesports Master Club's talents record and will be use by Yesports for administration, academic, research, statistics and for any other purposes legally accepted. The membership is subject to member's privileges an conditions. For details, please visit https://yesports.asia/register/					
	I acknowledge that I have read, understood and agreed to abide by the Terms and Conditions of the Program and to comply with all applicable laws in relation to the Program. These Terms and Conditions may be amended from time to time. I agree to be bound by the latest Terms and Conditions.					
Agr	eed, Acknowledged and Confirmed by:					
Aр	olicant Signature					
Naı	ne of Applicant					
Dat	e					