

Lambabros  
Creates New Economies  
Powered by Blockchain  
Technology.



# WHITEPAPER

VERSION 3.0



L A M B A B R O S   D E A L S   L T D .

E: hello@lambabros.com



# 65 years plan to solve the housing deficit in Africa using Blockchain & Lambatoken .



Most Innovative & Rewarding Estate Project (#MIREP)





# IN THIS WHITEPAPER

<b>03</b>	<b>About Us</b> Vision & Mission Statement	<b>24</b>	<b>The Social Influencer Market</b>
<b>04</b>	<b>Our Strategy</b>	<b>25</b>	The HOL App
<b>05</b>	<b>Project Introduction</b> eSports, Real Estate, Tokenized Digital Learning, NFT Collectibles Market Place, Decentralized Publicity Market Place (DMP)	<b>27</b>	<b>Benefits of the HOL Platform</b>
		<b>28</b>	Smart Contract
		<b>29</b>	Tokenomics
<b>17</b>	<b>Our Markets</b>	<b>30</b>	Road Map
<b>18</b>	Some of Our Achievements in eSports	<b>32</b>	Meet the team
<b>20</b>	The HOL Wallet App Integration	<b>35</b>	Notice
<b>21</b>	<b>The NFT Market</b>	<b>37</b>	Bibliography
<b>22</b>	The four biggest NFT sales of 2021		



## ABOUT US

### BUILDING THE NEXT BIG ECONOMIES

We are at the highest point we've been since 2018. Congratulations to everyone!

Lambabros Deals Limited is a purpose-driven company established in response to a need in the real estate, entertainment, and commerce industries. We create and manage solutions designed to add significant value to these industries. Through blockchain, Lambabros is revolutionizing and tokenizing the shared economy using its digital asset Lambatoken. This move is designed to build and create value around the digital asset, which will, in turn, serve as collateral for borrowers to fund affordable housing structures, as it also creates flexible long-term payment plans for different households.

As a company with young and highly experienced productive minds with over 50 years of collective experience, our team derives joy in giving back to the community at various levels.

Lambabros have been involved in blockchain-related activities such as blockchain education, risk evaluation, blockchain technical development, not forgetting our activities in the media and entertainment sector.

While LambaToken is Lambabros digital assets built on blockchain technology to facilitate and govern transactions in our ecosystems.

### VISION STATEMENT

*Leveraging blockchain technology to optimize industries, drive efficiency, and unlock greater profitability for all stakeholders.*

### MISSION STATEMENT

*Creating a global marketplace by tokenizing industries, unlocking new opportunities for ownership, access, and growth.*

# OUR STRATEGY

01

## Mint Token

Mint token on the Binance Smart Chain

02

## Establish It

Promote it through our gaming eco-system

03

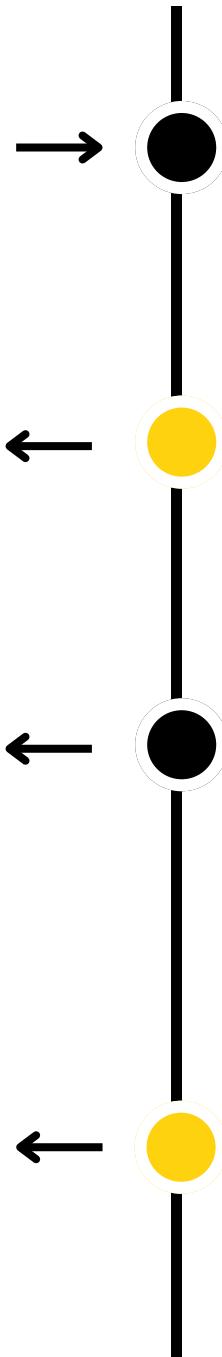
## Expand It

Introduce it as a medium of value exchange within our in-app decentralized marketplace

04

## Leverage It

After building value with other fast-growing established eco-systems, we're introducing DeFi lending, letting token holders use their tokens as collateral to access capital for affordable housing, built with flexible, long-term payment plans





# Project Introduction

## eSports:

eSports is a booming market with so much attraction across different parts of the world. The eSports/gaming industry is expected to register a CAGR of 12% during the forecast period (2021-2026). Revenue in the eSports market is projected to reach US\$477.6m in 2022. In the eSports market, the number of users is expected to amount to 538.8million users by 2026.

The Asia-Pacific eSports market is expected to record a CAGR of 22.08% during the forecast period, 2022-2030. The rising interest and large participation from Japan, South Korea, and China are major growth drivers, while the video game market in South Africa has witnessed strong growth in the past few years. It is expected that there are more than 11 million gamers in South Africa. Gamers in the country are moving to social gaming, the free-to-play revenue model. In 2019, Nigeria, as the biggest economy in Africa, generated \$180 million in gaming activities, placing 2nd in Africa.

We know that the digital space is greatly controlled by communities. With the kind of structures we are creating for our eSports entertainment, the drive to create a better community engagement will be achieved, and communities will be built and leveraged to create more value in other areas of the project. eSports as a platform creates a new economy, provides jobs and engagements in a progressive way that allows for scalable, rapid growth of the community within it.



These unique interactions also provide diversification of revenue generation from the main provider company (HouseofLambabros) but significantly add value to the utility tokens (Lambatokens) used to facilitate transactions.

Our approach is to host a gaming-centered reality show, powered by blockchain technology, transforming it into a truly global experience where anyone can participate.



# TheGenesis

TheGenesis show marks the start of a revolutionary next-gen Web3 fractional ownership model, empowering fans, viewers, and communities by redistributing over 50% of its revenue. By seamlessly merging blockchain technology with entertainment, TheGenesis champions inclusivity, fuels global participation, and transforms passive audiences into active stakeholders, paving the way for one of the largest shared-value ecosystems the world has seen.

## Our Vision

Driving the rapid transition of the entertainment industry into blockchain technology.

## Our Mission

Establishing the most impactful movement for blockchain adoption by tokenizing entertainment and creating the largest shared-value ecosystem.

## The Problem

In traditional entertainment sectors, all revenue generated from events is retained by industry stakeholders, while fans, viewers, and supporters receive no financial rewards despite their time, engagement, and financial contributions. When only a select few benefit financially from an industry, it limits its potential as an inclusive economy that fosters widespread prosperity.

## The Solution

Harnessing blockchain technology to enable decentralization, transparency, divisibility, and global participation. We are building a shared-value system that allows fans, viewers, and community members to meaningfully benefit from the revenue generated in any tokenized entertainment sector.

# TheGenesis Community Platform

We just launched an Airdrop Platform to grow and engage our community, while introducing a shared ownership model that allows participants to secure tickets and take part in the revenue distribution from the show.

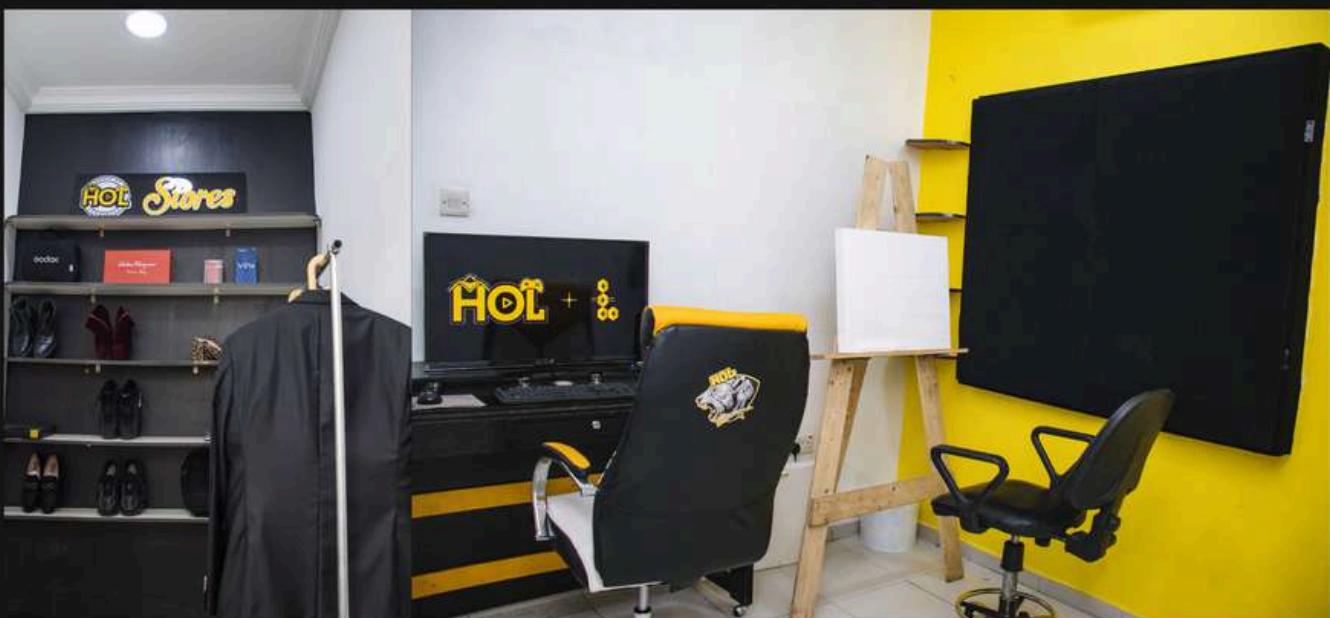
At the heart of every successful Web3 project lies one undeniable truth: technology alone does not build success, community does. For TheGenesis, which is pioneering a next-gen Web3 fractional ownership model through entertainment and gaming, building a strong community is not an option; it is the foundation of our growth, impact, and sustainability.

1. Shared Ownership, Shared Value: TheGenesis is built on the idea that fans, viewers, and everyday participants can co-own and share in the revenue of the ecosystem. This model only thrives when a vibrant community exists to pool resources, participate, and benefit collectively. Without community, ownership becomes meaningless.
2. Network Effects Drive Growth: The more people join, engage, and share, the more valuable TheGenesis becomes. Community growth multiplies opportunities for sponsorships, partnerships, and global visibility. Sponsors are attracted not just to the product but to the community power behind it.
3. Education and Adoption: Many people are still new to Web3. A strong community allows TheGenesis to educate, onboard, and support newcomers in simple, practical ways. This ensures adoption grows steadily while reducing entry barriers for everyone.
4. Sustainability and Innovation: Projects without community often fade quickly. But when people feel a sense of belonging, ownership, and reward, they keep contributing ideas, spreading the word, and innovating together. TheGenesis community will act as the engine that keeps the ecosystem relevant for years to come.

HOUSE OF

# LAMBABROS

Phase 1 - Tokenized eSports Content House/Reality Show Arena & Studio



HOL Giveaway Store

NFT Studio



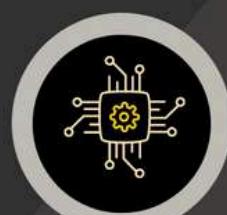
# The eSports/Gaming Element

## Our eSports Structure



### Campus eSports

We will host year-round training programs that will prepare and develop youths in eSports, getting them ready to compete against each other (inter campuses) in our Arena as a reality show.



### Technology/Web3 Games

Set up regular tournaments to introduce web3 games to existing players and the use of our HOL staking structure where fans can stake on their favorite player, and share the prize with them without losing their capital.



### Content/Media

Our media division focuses on video production, graphic design, digital advertising, and creative writing for the organization and future clients before, during, and after the show.



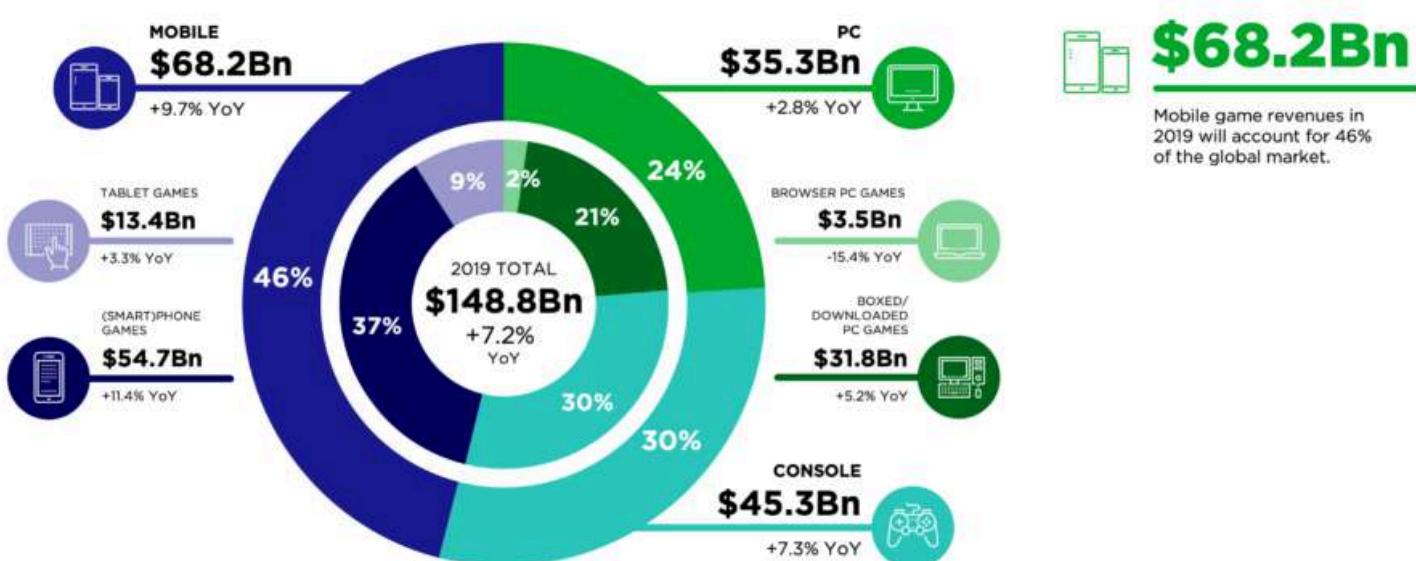
### eSports Eco-system

We provide eSports Arenas, to host events. Aside from the gamers, we are also empowering those who want to build and expand the eSports eco-system (things like music, T-shirts, footwear, game gadgets, etc.)



## 2019 GLOBAL GAMES MARKET

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



Source: ©Newzoo | 2019 Global Games Market Report | October Update  
[newzoo.com/globalgamesreport](http://newzoo.com/globalgamesreport)



# Real Estate

## Current State of the Real Estate Market in Africa

### Affordability Challenges & Rising Costs

- In markets like Nigeria, steep interest rates and inflation (around 33%) have made homeownership unaffordable. Developers struggle with expensive loans and costs, leading to slower project rollouts and expanding housing gaps. *[Radarr Africa](#)*
- In South Africa, commercial property income is under strain due to high interest rates, with major landlords like Growthpoint reporting noticeable drops in distributions. *[Reuters](#)*

### 2. Macroeconomic Uncertainty

- Many real estate markets are losing their investment appeal. In countries like Nigeria, Ghana, and Angola, volatile currencies, soaring inflation, and unstable economies have damped investor confidence. *[Estate Intel](#)*

### 3. Persistent Housing Deficit

- Africa is grappling with a massive housing shortfall—estimated at over 51 million units—driven by rapid urban migration and population growth. *[Modern Ghana](#)*

### 4. Infrastructure and Regulatory Barriers

- Many cities lack the infrastructure needed for sustainable development—poor utilities, road systems, and bureaucratic hurdles make new development slower and costlier. *[landrepublic.co](#)*

### 6. Massive Long-Term Potential

- Despite current pressures, Africa's real estate market is projected to grow significantly. Estimates suggest a potential \$17.6 trillion in total market value by 2030—especially driven by Nigeria and residential demand. *[IPP Media](#)*

# Affordable Housing Solutions for Developing Countries



HOW DO WE PLAN TO SLOVE THE HOUSING ISSUE?

**AFTER BUILDING VALUE WITH OTHER FAST-GROWING ESTABLISHED ECO-SYSTEMS, WE'RE INTRODUCING DEFI LENDING, LETTING TOKEN HOLDERS USE THEIR TOKENS AS COLLATERAL TO ACCESS CAPITAL FOR AFFORDABLE HOUSING, BUILT WITH FLEXIBLE, LONG-TERM PAYMENT PLANS.**

As low as \$5,000 one can move into his/her house and continue to pay that rate until ownership is achieved.

With high-interest rates, low salaries, and huge down payments, especially in developing societies (this huge down payment is seen when landlords demand 1 or 2 years' rent upfront before you stay or move into the house), it comes with serious challenges. Our Defi smart contract allows our digital asset lambatoken to serve as collateral for long-term investors and Mortgage Institutes to fund affordable housing projects, which is designed to accommodate all income earners.

Most of us save for years to become homeowners, making it tough for young adults to own their own homes. This is why we have designed a lease-to-buy homeownership plan with lambatoken, where your rent helps you to own the house.

- We allow you to move into the house once you pay for the first month.
- You have the flexibility to scale up and down or across geographical locations (Our target is to build over 5,000 - 10,000 homes every 5 years for the next 65 years).
- Should you lose your job or suffer a personal injury that makes it impossible to work, with an insurance package, you can be covered for up to 6 months - 1 year.



# House of Lambabros (HOL) Global Entertainment Powered by Real Estate

With the need to create new economies, just like the on-demand

service platforms and the problems they are solving (such as unemployment and more streams of income for individuals and

families). The practice of competitive video gameplay has changed the traditional entertainment consumption scenario associated with games. The esports industry presents a unique opportunity for collaboration with a diverse set of business sectors as it grows exponentially. Lambabros eSports content houses are structured to facilitate a platform where value chain drivers can develop unique interactions. This content house model is designed to attract resources of all sorts, drawing in the capital, partners, players, and viewers to create innovative and diverse esports communities around the world.

With this model, we are sure of steady growth in the use of our digital assets (staking, voting, etc.) across our global ecosystem.

Using the franchise method, the growth and establishment of the arena house model will be significant, as individuals can own arena houses with the team in them, competing for local and international prize pools. It becomes a business for many while creating new economies, especially among the youth.



# Tokenized Digital Learning

Digital education has become increasingly valuable in today's interconnected world, with the use of blockchain solution we open the door to frictionless delivery and accessibility to knowledge and skills we can get from digital Learning

Overall, our digital learning platform is incentivizes with Lambatoken to encourage and build a community that is improving their well-being through the acquisition of in-demand skills, earning as they learn, and build wealth with our unique tokenomics, and to allow the use of Lambatoken collectibles to buy our digital tokenized courses in-store.

## Benefits of Digital Learning

- 1. Accessibility:** Digital learning provides access to learning opportunities for individuals who may not have otherwise been able to participate due to various barriers such as geographical distance, physical disabilities, or time constraints. It allows people to learn at their own pace and from anywhere with an internet connection.
- 2. Cost-Effectiveness:** Digital education often eliminates the need for traditional classroom infrastructure and reduces associated costs like commuting, accommodation, and printed materials. Online courses and resources are often more affordable compared to traditional educational programs, making education more accessible to a wider audience.
- 3. Scalability and Rapid Dissemination of Knowledge:** Digital education allows for the rapid dissemination of knowledge to large numbers of learners simultaneously. It can reach a broader audience without constraints of physical space, making education scalable and cost-effective.



# NFT Collectibles Market Place

## COLLECTIBLE STORE

Just as cash was converted into digital formats to make transactions more convenient, we have used NFT technology to convert services and products of businesses into digital collectibles that can be redeemed and transferred easily and transparently using the blockchain. The use of NFTs (NFT stands for Non-Fungible Token) makes it possible for creatives and individuals to use our solution.

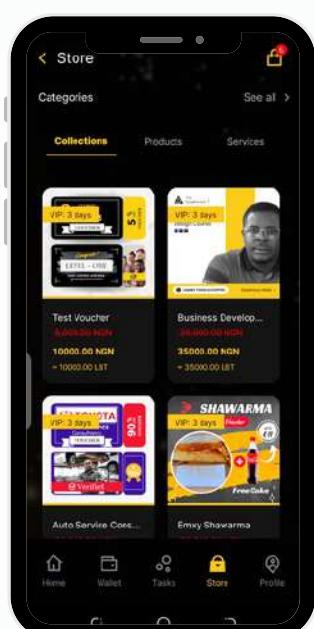
## LAMBACARD & GAMIFIED PUBLICITY TASK (GPT):

The first step we are taking is to create a simple way people can interact with crypto through vouchers ([card.lambatoken.com](http://card.lambatoken.com)) and use lambatoken as an incentivize for their businesses. As a growth plan, we have created a system where these vouchers can be promoted in a gamified way by creating media content inside the App but distributed on social media, attracting more users to the platform who are rewarded for creating engagement on participants' contest entries.

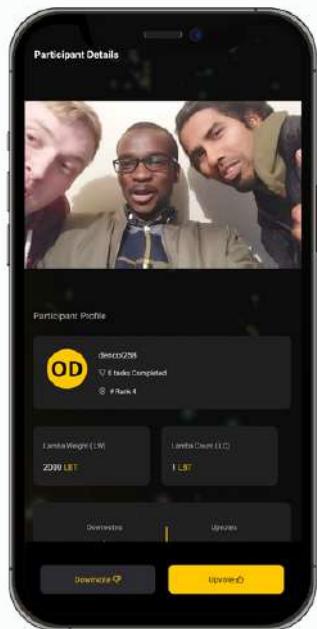


### OUR UNIQUE VOUCHERS

Redeemable via [card.lambatoken.com](http://card.lambatoken.com)



### COLLECTIBLE STORE



### GAMIFIED PUBLICITY TASK (GPT):



## Decentralized Publicity Market Place (DPMP)

Technology has helped many of us in everyday life. Technology has improved the business sector and the social sector is one of many that have been affected the most by new technologies and social platforms. The rapid development of technology has led to the penetration and wider coverage of the internet, mobile communications, and smartphones around the world.

Internet-based social networks have revolutionized the way people communicate and interact. Anyone can now post anything they want on the web, thus resulting in the creation of content. The content creation process itself is not the product of a single individual, but that of an audience routing with their attention. This open system has given rise to a new class of portfolios and professionalism – the Creators/publicity figures. However, media content creation is open to all, anyone posting on social media is a content creator for that platform.

When it comes to brand publicity, the content creation market and the social media industry are currently rewarding only those who have a large following when everyone is supporting the ecosystem, big players are made up of the general users. This we have considered creating a free and fair system where the blockchain becomes governance using lambatoken. Both the big players and new users will all have a level playing ground to participate in our decentralized marketplace **DMP**.

Our DMP will help creators access brands, ad agencies, and people who need publicity, focusing solely on building communities of audiences who adhere to and share their views. The creators will be interested in generating valuable, high-quality content for brands, while voted for by the royal audience/fans, to still share the financial rewards with their favorite content creator if they win a publicity task. With the system we have built, the era of having fake followers to attract deals will be handled.

# Our Markets



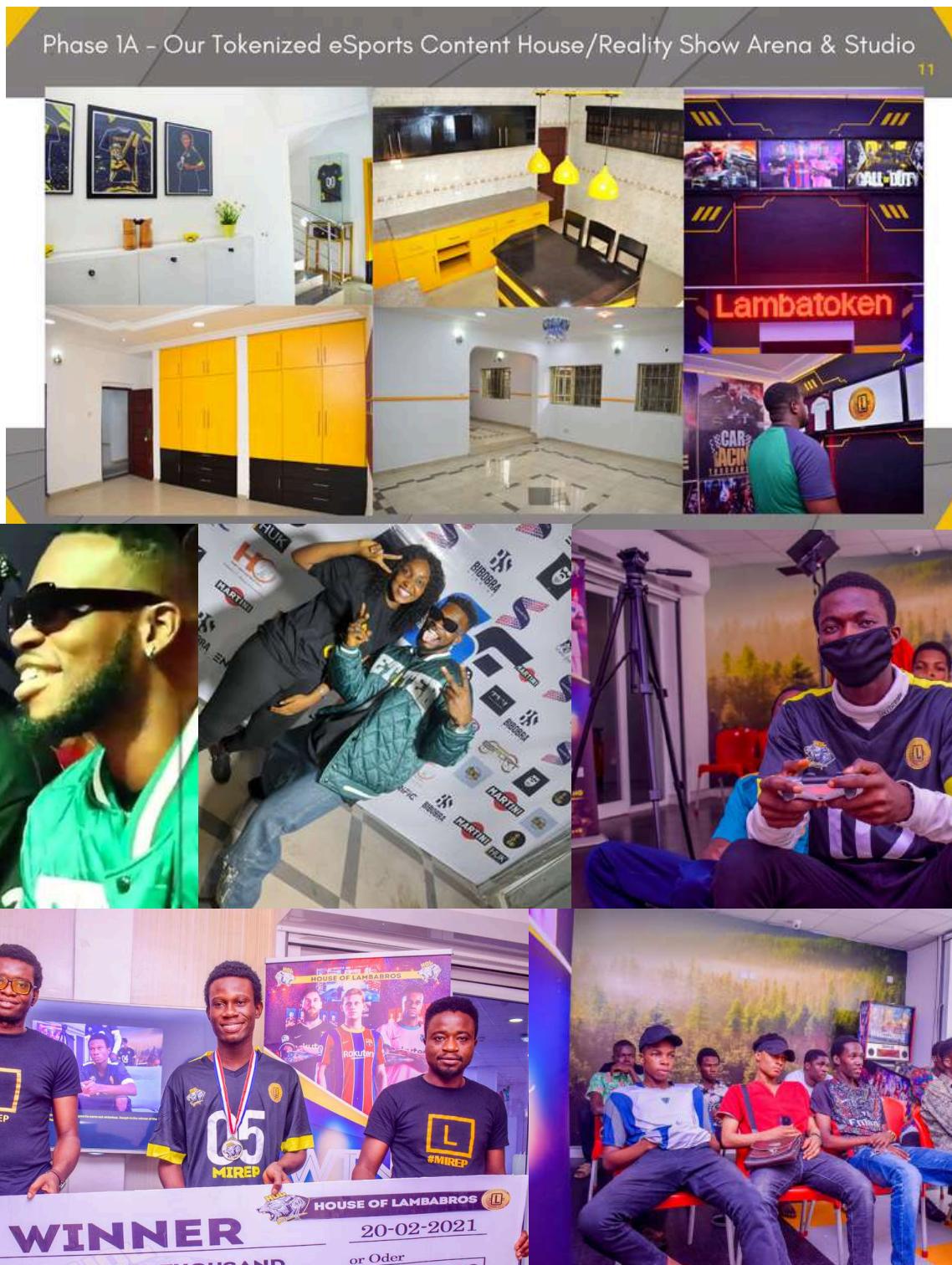
Lambatoken will be running 5 major industries/ecosystems from inception (we will move into solving other problems, continue to create and build more economies with Lambatoken). The project is leveraging blockchain technologies to develop critical infrastructure that will build economies and launch a unique, first-of-its-kind platform for those in need of in-demand skills, houses, real estate development, content creators, brands, social platform users, and creatives generally.



# Some of Our Achievements in eSports



We started the project tagged: Most Innovative and Rewarding Estate Project **#MIREP** in the year 2021, through the sales of lambatoken we are able to achieve our first arena house, hosted several tournaments including celebrity tournaments, and our digital tokens minted on the blockchain, and our utility App.



We have also hosted regular tournaments, run HOL Staking, and paid hundreds of fans/stakers during private tournaments.



# The HOL Wallet App Integration



The HOL App is a unique app that is designed to call your wallet balance and give every activity in-app power based on the number of tokens you have in it. Every activity (from the decentralized marketplace, HOL staking, providing reward pools for both private and public eSports tournaments, NFT Alert, etc.) in the App is integrated/connected to the wallet in the App.

The HOL Wallet is a digital wallet application that will support cryptocurrency protocols and standards. A digital decentralized wallet is an application that is embedded in browsers and is used to conduct transactions with digital assets. All other regular wallets such as Metamask and Trust wallets will also be compatible because of their blockchain feature.

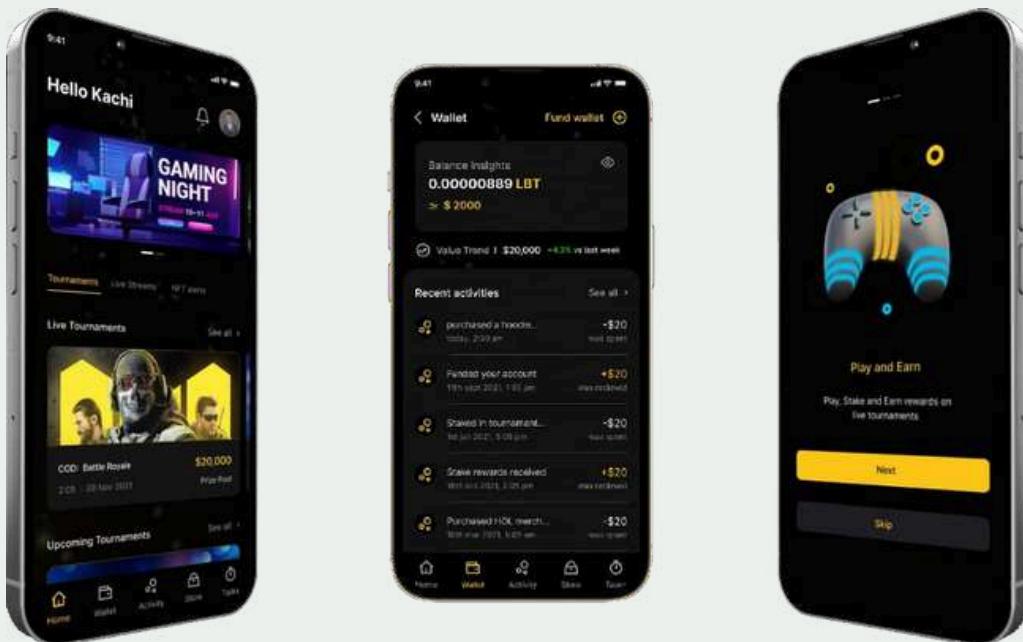


METAMASK



Trust Wallet

Our HOL cross-platform mobile App with Lambatoken (LBT) wallet is currently in beta and will be transitioned to a fully decentralized wallet by the end of Q1 2022. This transition will allow our users access a wider range of cryptocurrencies as well as improve the onboarding of users and transactions across all HOL platforms.

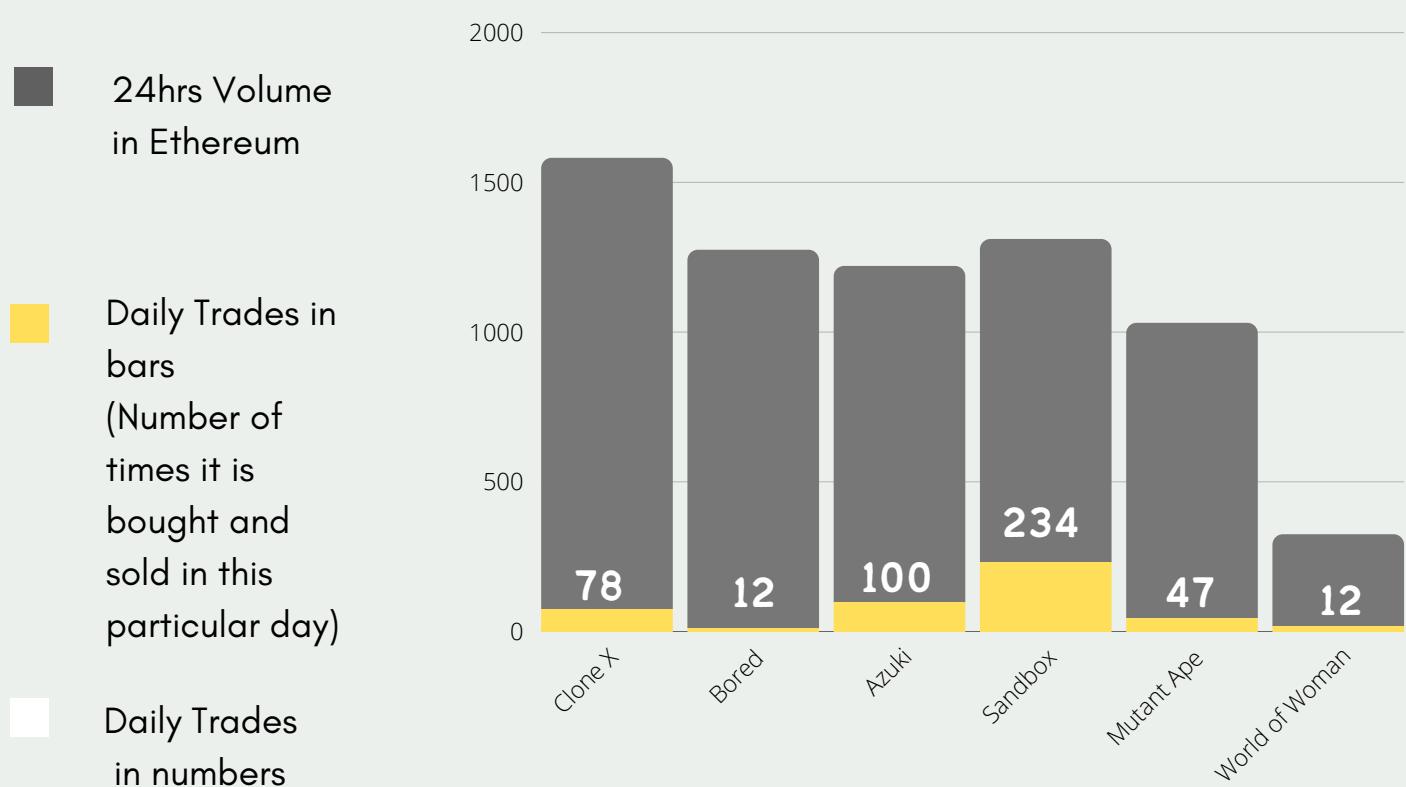


# The NFT Market



A non-fungible token (NFT) is a non-interchangeable unit of data stored on a blockchain, a form of digital ledger, that can be sold and traded. Types of NFT data units may be associated with digital files such as photos, videos, and audio. Because each token is uniquely identifiable, NFTs differ from blockchain cryptocurrencies, such as Bitcoin. In other words, NFTs use a secure record that has a unique identification code stored on the blockchain. Having been initially launched as digital collectibles, NFTs are currently being used to represent any type of physical asset, acting as a proverbial “digital twin” of any object in the real world, essentially allowing the ownership and exchange of physical assets within the digital ecosystem.

NFT's skyrocketed in popularity in 2021, with one NFT from the artist Beeple selling for as much as \$69 million. From the start of last year through mid-December, the NFT market surpassed \$41 billion, according to a report by Chainalysis, a blockchain analysis company.



24hours Top NFT Collections (10th February 2022)

That day 1 Ethereum = \$3,214.72

# The Four Biggest NFT Sales of 2021



DECEMBER 2021

**\$10,279,800**

CRYPTOPUNK

JUNE 2021

**\$11,754,000**

CRYPTOPUNK

NOVEMBER 2021

**\$28,985,000**

BEEPLE - CROSSROAD

MARCH 2021

**\$69,346,250**

BEEPLE - EVERYDAYS

# Use Case for Our NFT Collectibles Market Place

Here are some of the use cases for the NFT Collectibles Market place.

- Brands can use it to create amazing offers for their products and services
- Events can use it to create unique access tickets
- Companies can adopt it for meal tickets
- Creatives can use it to create collectibles in art, and crafts.
- Charity organizations can use it for fund raising

An exceptional one can be;

**Content Creation and Intellectual Property:** NFTs can be used to protect and monetize digital content and intellectual property. Creators can tokenize their written works, photographs, videos, or other digital assets, granting proof of ownership and control over their creations.

It's important to note that the use cases for NFTs are continuously evolving, and new applications are emerging as the technology matures. The versatility of NFTs allows for experimentation and innovation in various industries, opening up new possibilities for creators, collectors, and enthusiasts.



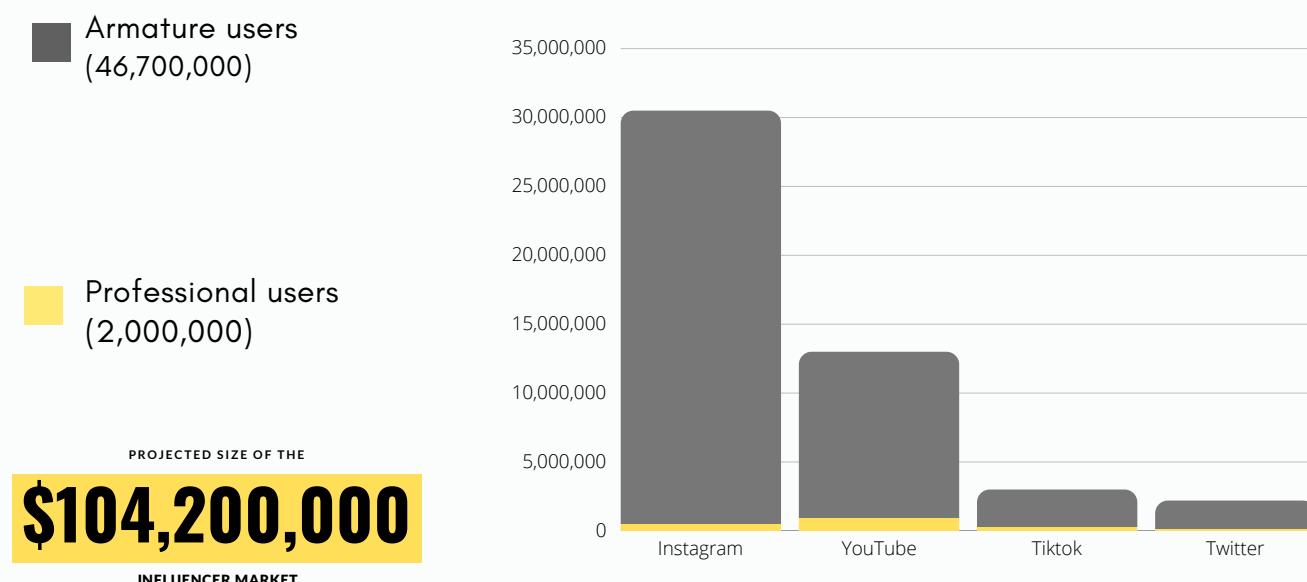


# The Social Influencer Market

A social influencer is someone who has established credibility in a specific industry, has access to a huge audience, and can persuade others to act based on their recommendations. They post regularly on various topics on their social media network channels and attract large and devoted audiences of followers. The typical forms of interaction between influencers and their audiences include blogging, video blogging, streaming, and participation in various events. Such types of content are usually embodied in speech, writing, or any other form of art used for self-expression, distribution, marketing, and/or publication.

2021 GLOBAL INFLUENCER  
**\$13,800,000,000**  
MARKET CAPITALIZATION

**Influencer marketing:** Influencer marketing is when companies partner with influencers in order to increase brand awareness or conversions among a specific target audience. This act is usually carried out on social media platforms such as Facebook, Instagram, Twitter, YouTube, Snapchat, Tiktok, etc.





**Percentage of creators who depend on contracts with brands.**

**77%**

**Percentage of creators who earn more than \$20K per year on monetizing their channels**

**46%**

**The share of profits generated by creators from ads that YouTube retains**

**45%**

**The Influencer marketing ecosystem:** Influencer marketing comprises the brand to be influenced on, the product or services that needs promotion, the platform in which the promotion will take place, the influencer to creatively carry out the promotion, the contract binding the deal, the duration in which the promotion will last, the target or reach given and the statistics/feedback system after each promotion. From this ecosystem, you will understand the problems and solutions our platform (the HOL App) will be solving.



## THE HOL APP

- Seamless transaction for content creators and others globally.
- Earn more lambatokens and rewards as you participate in our passive income activities.
- A decentralized market place for brand publicity, social media user/content creators, and influencers.
- Lambatoken Wallet, Reality show streaming, Lambatoken use cases, and HOL Staking.



The difference between our platform and the regular platform out there.

1

**The fans/users who validate (using Lambatoken) publicity content shares from the financial reward pool of the influencers they support.**

2

**Everyone is given the opportunity to participate and win a publicity task whether you are a big influencer or you are just starting**

3

**Every content creator is rewarded from day one of participating on our platform**

4

**Middle men are removed**

5

**It is an open market where people react to your publicity task based on the reward you place.**

6

**On other platforms, you are billed for as assumed reach, Our system allows brands/individuals to place a publicity task as they wish, with the reward in cash, product, or services this allows a relative engagement with reach based on value perceived.**

7

**We have introduced a self driven strategy for speedy growth in the platform, as ambassadors are given the job to build teams and get cash rewards of up to \$20,000 per month from their team successes whether they are awake or sleeping.**

8

**It creates more community engagement as many will be working in groups to achieve better results.**

9

**No delays in global payment of rewards or any other transactions because it is decentralized and on a smart contract.**

10

**Brands can validate a design, product or even their services on our platform.**

# Benefits of the HOL platform



## For creators

## For fans

## For advertisers

Get validation for your creativity.

Share financial reward from your favorite content creator.

Audience engagement.

Build loyal communities.

Earn passively.

Get more, spend less.

High quality business opportunities.

Grow your relevancy with Unique experiences.

Convenient smart contracts for interacting with creators.

Tools and metrics for growing channels.

Earn more as an ambassador.

Access to influencers from all over the world.

Earn passively as every content you create comes with a digital asset reward.

You create that opportunity to play a role in the decision your favorite brand makes.

Brands can validate their products, get feedback from different task or marketing campaigns placed to make better decisions.

# Smart Contracts



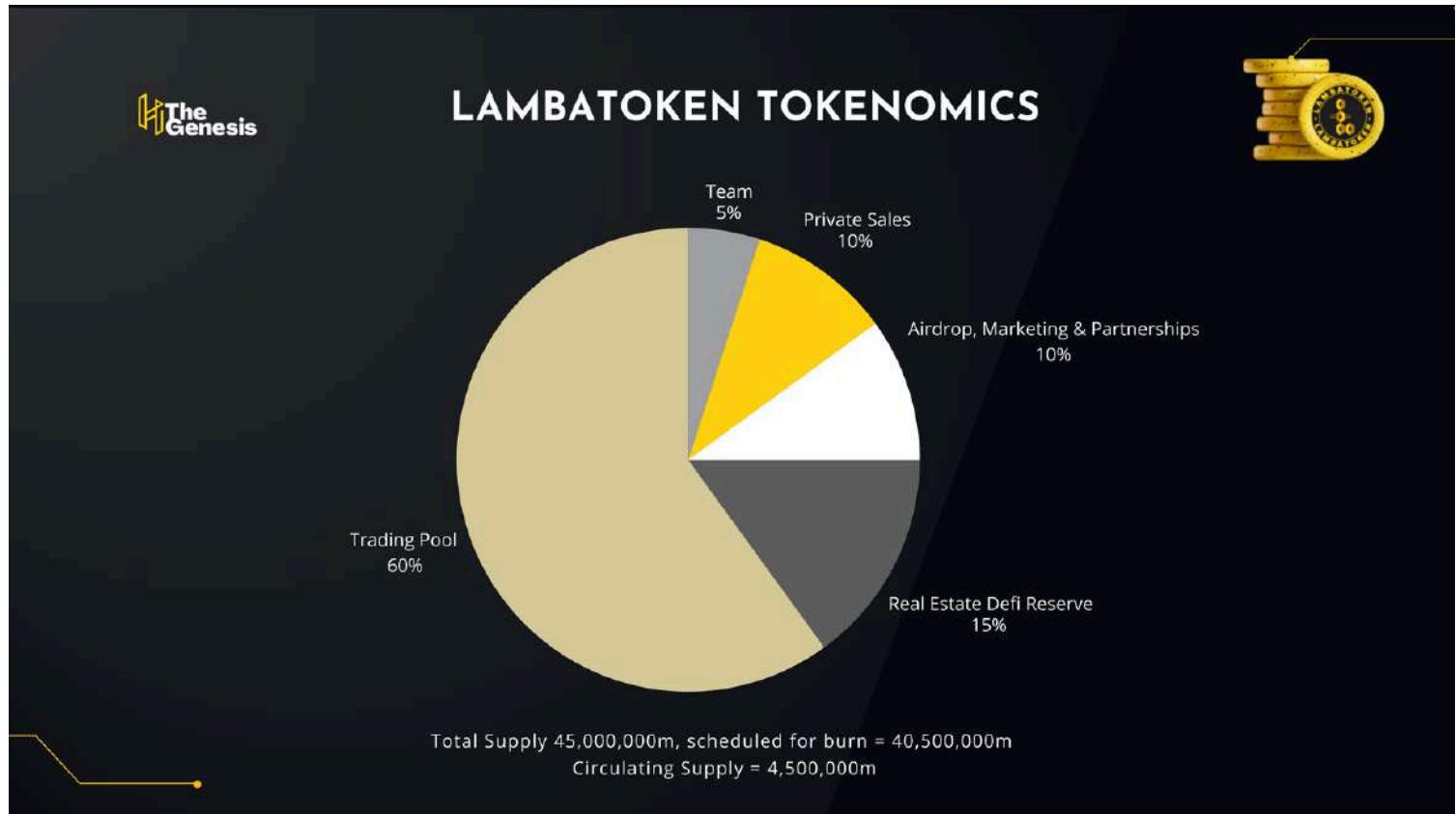
A smart contract is a computer program or a transaction protocol that is intended to automatically execute, control, or document legally relevant events and actions according to the terms of a contract or an agreement. Currently, there are many critical flaws in the processes involved in contacting an influencer for publicity, because brands allocate significant volumes of their workflows on contracting, post-verification, and payment settlement. This general inefficiency is a major problem that the HOL APP intends to address. To reduce the time spent on these processes, The HOL App is taking advantage of blockchain technology through the use of smart contracts to validate and do transactions.

The smart contract system on the blockchain will be running the HOL App architecture, optimizing the interactions of creators, advertisers, and users, with a free governance system. It will also be responsible for all financial interactions within the platform.

## The HOL eco-system

The HOL eco-system is made of eSports platforms (eSports Tv, eSports Reality show, eSports Content House, and The HOL App), the decentralized marketplace, NFTs, and other art and entertainment plugins/opportunities. All content on the HOL platform will be created by all types of creators (still, video, animation, etc.) As creators release more quality content, posts on their personal pages to give organic publicity to brands, attract their fans or community to the App, get the fans to validate them by simply voting the best content for a particular task (when they win their validators also share the financial rewards). Advertisers will be attracted to the platform. The more fans and advertisers join the HOL eco-system, the higher the engagement rate and the more attractive the platform will become. Fans/users will need the tokens as a voting power encouraging them to hold as there would-be several tasks to just vote on as a user, the more you vote with your tokens the more you earn, at this point, you don't need to liquidate your tokens (voting power) to earn, the rewards you gain from voting the content creators/influencers should encourage you to continue to hold your Lambatokens in the in-App wallet. As the platform continues to grow, more advertisers will place adverts on the platform, more reward more engagement, creating more scarcity of the tokens in the market as people are encouraged to hold for passive rewards, and value will continue to be seen. Each participant of the system will benefit from their interactions within the HOL APP and its ecosystem.

# Tokenomics



**Trading Pool: 60%, Private Sales: 10%**  
**Airdrop & Marketing: 10%**  
**Real Estate Defi Reserve: 15%, Team: 5%.**

**You can verify lambatokens tokens here:**

<https://bscscan.com/address/0x1f3406687cc885f18c310e44496c11b2500087b9#readContract>

**Contract Address:**

0x1F3406687cc885f18C310E44496c11b2500087B9

# ROAD MAP



- **I - II Quarter of 2021**

The eSports tournament starts with HOL Staking, where fans share from the prize pool without gaming, a gaming arena house set-up.

- **III - IV Quarter of 2021**

eSports arena house set-up for test content creation in preparation for the TV Show. Token and smart contract deployment testing, website safety and token flow testing, HOL App and Lambatoken web2 wallet development commence.

- **II Quarter 2022**

The HOL App/Lambatoken wallet launch on playstore

- **III - IV Quarter 2022**

Development of the community learning Platform, working with result oriented coaches and mentors to create high income courses for the lambatoken community

- **I - II quarter 2023**

Digital course creation and third party partnerships.

- **II - III Quarter 2023**

Real Estate Tokenization Development

# ROAD MAP



- **III - IV Quarter 2023**

- Understanding the real estate marketplace
- Partnerships with real estate firms

- **I - IV Quarter 2024**

- Lambatoken listing on the secondary market, trading starts on DEX.
- TheGenesis Launchpad/Airdrop platform development

- **I - IV Quarter 2025**

- TheGenesis Launchpad Launch and Promotions
- Sharepower Distribution
- Community heads recruitments
- Lambacard voucher system launch

- **I - II Quarter 2026**

- Web3 Voting/lambatoken wallet launch with the marketplace
- Onboarding of businesses to create their NFT vouchers.

- **II - IV Quarter 2026**

- Community vote at 10,000 holders to decide if 90% locked tokens are burned to establish the current circulating supply of 4.5 million tokens (10%) as the total supply.
- Lambatoken Listing on CEX
- TheGenesis Show Preparation
- TheGenesis Show
- HOL Building Facility Development Starts

- **2027**

Driving global ecosystem expansion and establishing sustainable structures across continents..

# Meet The Team

(With over 50 years of combined experience)



## DIKACHI IBEKWE

FOUNDER/CEO

Dikachi is a creator and a business strategist. He is determined to impact many lives positively through innovative approaches and processes, designed to birth continuous and long-lasting solutions. As a Real Estate Consultant, Financial Market Consultant, and Marketing Consultant, Dikachi is set to create innovations that will bring disruptive solutions to the market.

From Engineering and Technology to Entrepreneurship and Business Development, Dikachi is making use of exposure gained over the years to spot/connect resources and great minds to build innovative systems that will add significant value and cause economic growth. He is also the Creative Director for HOL.



## DR. BRAIN DANIEL (PHD)

*Regional Director - West Africa*



Dr. Brain Daniel Iweh is the CEO of Brain Roy Travel Services Ltd. A travel agency based in Ghana, responsible for bringing in international (USA, Europe) tourists to Africa. He has an associate degree in Business Management from Brigham Young University-Idaho (BYU-Idaho) USA. Dr. Brain has a Diploma in English, math, and personal finance from Pathway worldwide institute.

He was awarded an Honorary Doctorate degree in international education and entrepreneurship by the Institute of Arts, management and professional studies (IAMPS) in collaboration with Western Ville University, San Diego, USA. (WVU)

Dr. is a contractor/project manager for Oral genealogy data collection & processing in Rivers State, Nigeria. A project aimed at collecting and preserving rich oral histories and genealogy of Africans powered by "Family Search International" the world's largest genealogy NGO in the USA.

## UMEZURIKE CHIDI

CTO/CO-FOUNDER

Chidi is a Software developer with over 12 years of experience. He has worked with both local and international brands in the tech industry. He is the Co-Founder of Haxell Solutions Limited a software development firm.

Chidi is determined to make a significant change in the tech industry of Africa.

Chidi is a certified blockchain developer and a Blockchain Consultant for OZ&I Solutions LLC USA.





### **ERNEST ASA**

*CLO*

Ernest Asak is a lawyer of over 25 years standing, with a strong bias for corporate/commercial practice. His experience spans courtroom litigation, high-powered commercial transactions, and in-house counseling. Ernest is also a Chartered Secretary/ Administrator, as well as a Notary Public of the Supreme Court of Nigeria.



### **JOEL OPUTA**

*Media Director/Publicity Officer*

A multimedia expert who has worked with reputable media brands, including the biggest YouTube channel in Africa as a creative director as well as in managerial capacities.



### **EMMANUEL JACOB**

*Gamer/Brand Promoter*

An eSports Gamer (with over 4k+ subscribers on Facebook and Facebook monetize gaming, he believes that you can get paid while having fun). Social Media Manager/Strategist, Brand Promoter.



### **DESMOND EBEDE**

*Board Advisory*

An Engineer of over 20 years standing. The CEO of Geodynamics Engineering Designs, Construction, Procurement, Real Estate, Oil and Gas, with over \$11million project executed.

### **ONORIODE AMUBOH**

*Board Advisory*

A serial entrepreneur, CEO of Mankite integrated Services Nigeria Ltd, Onos-Haven enterprise, and The kites logistics company. With experience working with reputable Mass media organisations- NTA.



# Notice



This Lambatoken Whitepaper ("Whitepaper") is provided by Lambabros Deals Limited with RC No: 1502412 for informational purposes only and to invite feedback and discussions on the HOL and Lambatoken platform, related products and services (the "Lambabros Services"), and the Lambatoken digital cryptographic tokens (the "Lambatokens"), as presently anticipated. This Whitepaper is subject to review and revision by Lambabros at any time without notice. No part of this Whitepaper is intended to create legal relations between a recipient of this Whitepaper ("you", "your") and Lambabros, or to be legally binding or enforceable by you against Lambabros or any other person.

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Prior to your participation in the purchase of Lambatokens, we strongly advocate a careful study of this whitepaper of all the documents associated with the same, including the contract in relation to the purchase of the same. You may even engage the services of appropriate experts to help you with investment analysis. Certain statements, estimates, and financial information featured in this whitepaper are forward-looking statements that are based on and take into consideration certain known and unknown contingencies and risks which in eventuality may cause the estimated results or may differ factually and substantially from the featured estimates or results extrapolated or expressed in such forward-looking statements herewith.

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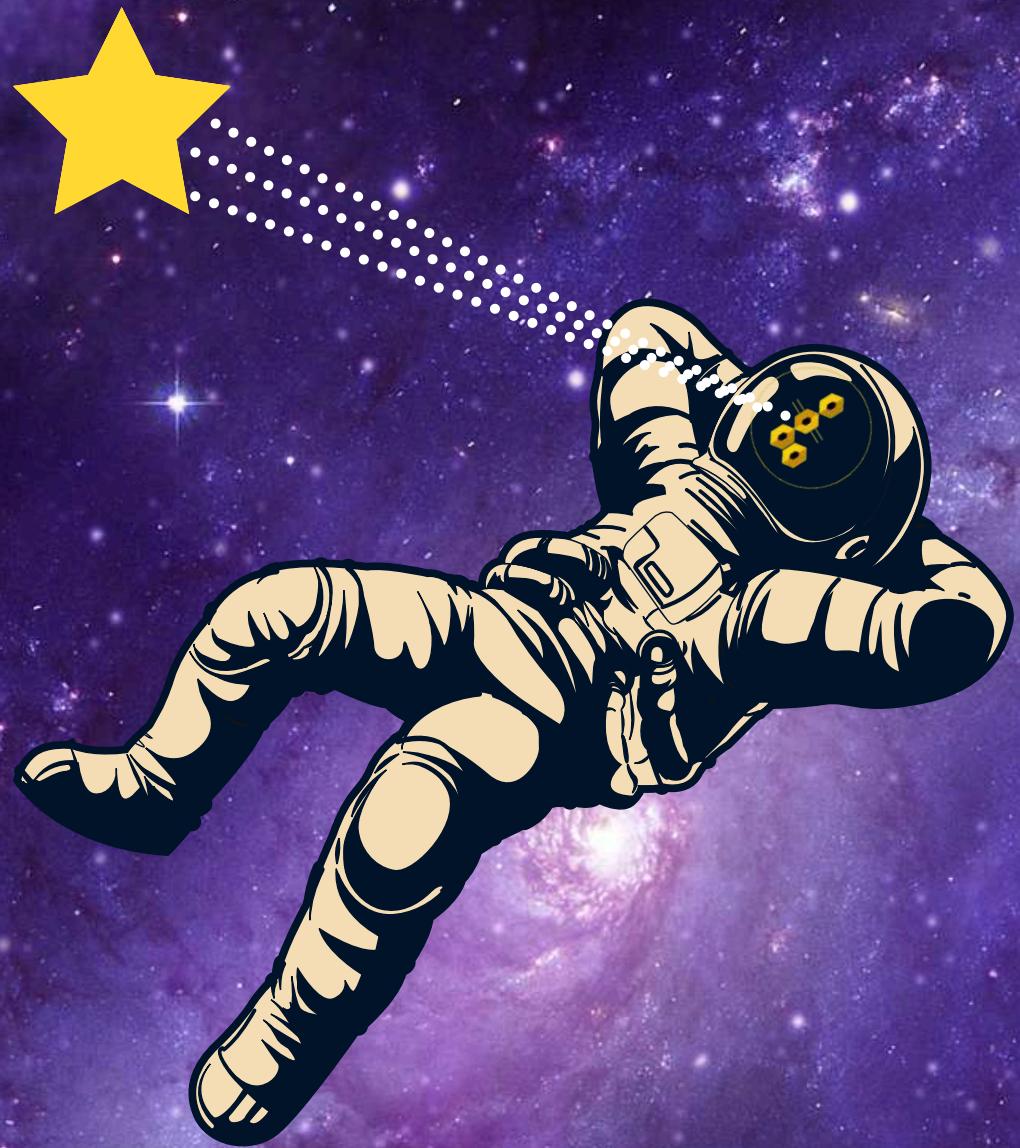
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