

Background Information

Structure of the Electronic Sports League

There are three different types of leagues in the Electronic Sports League: **Advanced Ladder, ESL Amateur Series (EAS) and the ESL Pro Series (EPS)**. Apart from these continuous leagues there are special events like tournaments and cups that are not explained here any further.

ESL Advanced Ladder

The Advanced Ladder has all features of a standard ladder and is improved through tools like the AutoChallenger. Through the AutoChallenger a huge flaw was eliminated: The annoying manual search for opponents.

The automatic system makes it possible for every participant to choose a given day and time. For this date an equal opponent, that you haven't played against for a long time, is chosen by the system week after week. This match is compulsory and can't be declined. If one doesn't appear in time he receives penalty points. After consulting the chosen opponent the match can be postponed. Activating the AutoChallenger is voluntary.

Apart from the AutoChallenger, challenges can be made manually, of course, just as in any normal ladder. Joining and leaving the ladder is free of charge and possible at any time.

CONTACT

Turtle Entertainment GmbH

Pressoffice

Ibrahim Mazari

Siegburger Str. 189

50679 Cologne

Germany

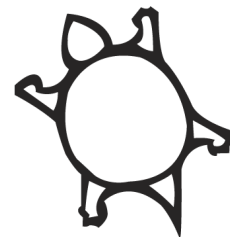
Fon: +49 221 880449-231

Mobile: +49 163 5196161

Fax: +49 221 880449-239

www.turtle-entertainment.com

pr@turtle-entertainment.com



ESL Amateur Series

After a given turnout or following a request an ESL Amateur Series was created. This league is played with the "Round ESL" system. That guarantees a fix repertoire with given match ups, different divisions including advancement and descent and the possibility to play more games per week.

Round ESL System

The system "Round ESL" combines the amenities of different known league systems, to fit the special needs of eSports. It is a mix of a classic league (known as Round Robin or "Bundesliga"), and the "Swiss Round" system, a ladder with enhancements.

Before explaining the "Round ESL" system further here are some pros and cons concerning classic league systems and normal ladders.

"Round Robin" (Bundesliga):

- ⊕ Fixed playdays and opponents
- ⊕ Clearly laid out groups
- ⊕ Seasons
- ⊖ No entry during a season
- ⊖ Problems with dropouts
- ⊖ Limited number of participants

"Ladder":

- ⊕ Unlimited number of participants
- ⊕ Entry and exit easily possible at any time
- ⊕ Individual activity eligible
- ⊖ Good teams hardly play each other

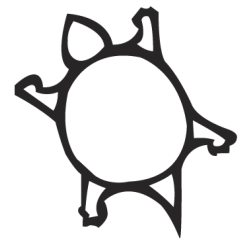
CONTACT

Turtle Entertainment GmbH

Pressoffice
Ibrahim Mazari
Siegburger Str. 189
50679 Cologne
Germany

Fon: +49 221 880449-231
Mobile: +49 163 5196161
Fax: +49 221 880449-239

www.turtle-entertainment.com
pr@turtle-entertainment.com



- Challenging and finding opponents can be difficult
- Large ladders become very complex (disappear in the lot)
- No highlights

Combining the positive characteristics of both systems you get the vertices of the "Round ESL" system: The league is divided into divisions, the size of the first division can vary. Each division increases by a power of two (16,32,64,...) than the one above. The more participants the more divisions are opened, turnout is not limited. Every two weeks advancement and descent between the divisions is possible, new divisions are calculated using the ELO point system. Using that system the position in the division is calculated as well. Every two weeks new divisions are calculated. Entering and leaving the league is possible at all times.

New participants begin in the lowest division and stay there until they have played at least four matches, two of which have to be "reference matches" against adequate opponents of the higher division. After that they are sorted into the divisions according to their ELO, so they don't necessarily start in the last division. There is no advancement from the last division as long as there are only eight participants or less.

Every week the fixture for the next week is created in every division. Every week an equipollent opponent is chosen by the system that you haven't played with for a long time. You may sign up for one day of the week or more, so there is at least one day per week you have to play on. Matches can be rescheduled so that they are played before the original date, if both teams agree. Additionally it is possible to challenge opponents on your own just as in a ladder. This way everybody can make as many matches as they want to in one week. You may only challenge

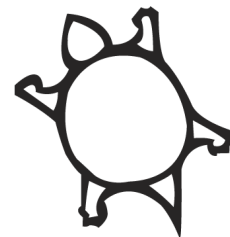
CONTACT

Turtle Entertainment GmbH

Pressoffice
Ibrahim Mazari
Siegburger Str. 189
50679 Cologne
Germany

Fon: +49 221 880449-231
Mobile: +49 163 5196161
Fax: +49 221 880449-239

www.turtle-entertainment.com
pr@turtle-entertainment.com



teams from the same division and the match has to be played before the next division update is done. So there are no division spanning matches. Through the ELO system different active participants can play together in one league without necessarily getting a higher rank through more games. As there are compulsory matches every week no one can avoid equally strong opponents, nobody can rest on his laurels. However this also places a much higher demand on the participants, as the games go on constantly.

"Round ESL":

- ✦ Fixed playdays and opponents
- ✦ Clearly laid out groups
- ✦ Short seasons
- ✦ Unlimited number of participants
- ✦ Entry and exit possible at any time
- ✦ Individual activity eligible
- ✦ Highlights
- ✖ no disadvantages known

Participating in ESL Amateur Series is reserved to ESL Premium members. Every week the leader of the advanced ladder has the option of advancing to the ESL Amateur Series. In that case the player or team is granted a three month premium status.

The ESL Amateur Series is the qualification for the ESL Pro Series.

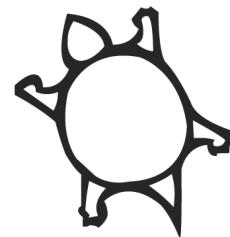
CONTACT

Turtle Entertainment GmbH

Pressoffice
Ibrahim Mazari
Siegburger Str. 189
50679 Cologne
Germany

Fon: +49 221 880449-231
Mobile: +49 163 5196161
Fax: +49 221 880449-239

www.turtle-entertainment.com
pr@turtle-entertainment.com



Turtle Entertainment
the eSports Company

ESL Pro Series

The Pro Series is the Premier League of eSports, only the best of the best play in this league using the classical round robin system (everybody plays against everybody, one match per week) for the championship in their game. The number of participants is limited to 16 so one season lasts for six months. At the end of a season the last placed teams descend, if they lose their games against an ascending team in the play-downs. The advancing teams are found directly through the ESL Amateur Series and through an Open Cup.

There is a lot of money at stake in the ESL Pro Series: 591,000 Euro in the year 2008 in Europe.

In Germany there are six games in the Pro Series. However there can be so called "Premierships" for other games, which are played using ESL Pro Series rules, unfortunately without prize money.

CONTACT

Turtle Entertainment GmbH

Pressoffice

Ibrahim Mazari

Siegburger Str. 189

50679 Cologne

Germany

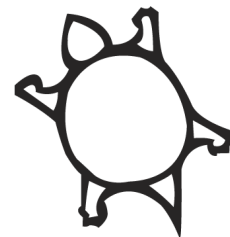
Fon: +49 221 880449-231

Mobile: +49 163 5196161

Fax: +49 221 880449-239

www.turtle-entertainment.com

pr@turtle-entertainment.com



Structure of the Electronic Sports League

ESL Pro Series

- + "Round Robin" system
- + Fixed number of teams
- + Everybody against everybody using a fix repertoire
- + One match per week
- + High prize money



The first two teams advance, more can advance by winning their relegation games against EPS Teams

ESL Amateur Series

- + "Round ESL" system
- + Minimum one match per week
- + Automatic repertoire creation
- + Additional challenges possible (just within the division)
- + Divisions (Sized using powers of 2,; 16,32,64,etc.)
- + Advancement and descend between the divisions every two weeks
- + Unlimited number of participants
- + Exit possible at any time



Entry possible at any time for Premium Teams (2.5 €/ month)



One team advances and receives three months Premium accounts as bonus

Advanced Ladder

- + Features of a normal ladder
- + Auto-Challenger optional (automatic challenging)
- + Using the AutoChallenger one compulsory match per week
- + Unlimited number of participants



Entry possible at any time

CONTACT

Turtle Entertainment GmbH

Pressoffice
Ibrahim Mazari
Siegburger Str. 189
50679 Cologne
Germany

Fon: +49 221 880449-231
Mobile: +49 163 5196161
Fax: +49 221 880449-239

www.turtle-entertainment.com
pr@turtle-entertainment.com