

**Turtle Entertainment**  
the eSports Company

## Company Information

### Who is behind the Electronic Sports League?

Turtle Entertainment and its strategic partners around the globe organize the Electronic Sports league and its various competitions. Founded in the year 2000, the Turtle Entertainment GmbH is Europe's market leader in electronic sports (eSports). The main brand, the Electronic Sports League (ESL) is used in 37 countries. The internet domain [www.esl.eu](http://www.esl.eu) counts over 1.6 million unique visitors per month, due to over 2,600,000 ESL-members. With this number of page impressions [www.esl.eu](http://www.esl.eu) is estimated to be in Germany's Top 20 of the largest online presences. Currently Turtle Entertainment comprises over 160 employees.

15 license holders and two subsidiaries run the Electronic Sports League worldwide. Turtle Entertainment broadcasts current league content live via its own IPTV channel ESL TV. Since 2007 Turtle Entertainment has been the acting partner of the Chinese ProGamer League (PGL). This engagement opens the booming Asian eSports market for the German eSports company. Furthermore, Turtle Entertainment proudly cooperates with global corporations such as Intel, Alienware, Dell, Asus, Nokia, Adidas and Volkswagen.

The portfolio of Turtle Entertainment contains such brands: ESL Pro Series (eSports Premier League), ASUS European Nations Championship (ASUS ENC), Intel Extreme Masters (comparable to the Champions League in soccer), ESL WC3L Series (similar to worldwide Warcraft3 Premier League), ESL Major Series, Consoles Sports League (CSL), the eSports-Award, the „Oscar of eSports“, ESL Female and ESL Sports.

### CONTACT

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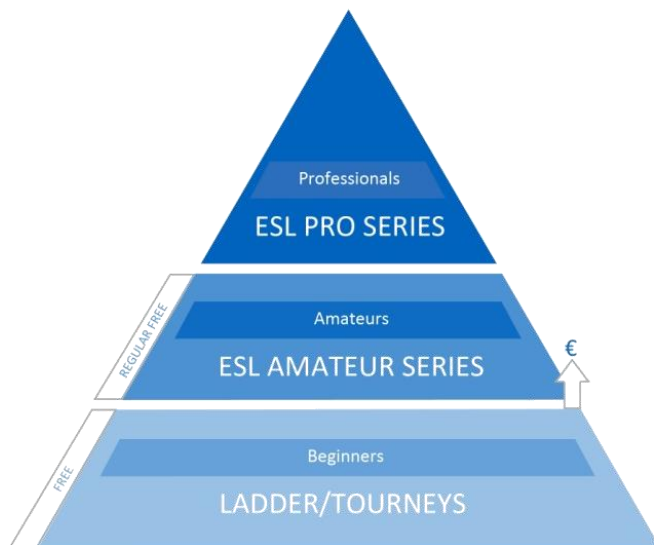
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Up to now the Electronic Sports League distributed an overall prize money aggregate of nearly 4,0 million Euro.

Another business segment is the ESL Shop, where you can buy merchandising, gaming equipment and other electronic peripherals.

### What is the ESL?

The ESL is the Electronic Sports League. More than 2,600,000 registered members are able to play their favorite games within a professionally organized league system counting more than 3,500 different leagues, of nearly every competitive playable genre. These features let the ESL appear as Europe's largest league for electronic sports.



There is a league for every kind of player. Beginners can compete in advanced ladders and Cups for free. Medium-skilled gamers can carry out matches in the ESL Amateur Series (EAS), and for highly skilled gamers there is the ESL Pro Series, the national Premier League with currently 130,000 Euro prize money per season.

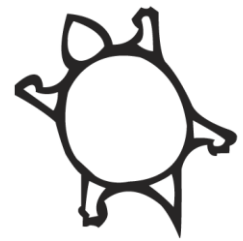
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Web site	<a href="http://www.turtle-entertainment.com">www.turtle-entertainment.com</a> <a href="http://www.esl.eu">www.esl.eu</a>
<b>Managing director</b>	
Turtle Entertainment GmbH	Ralf Reichert
Turtle Entertainment TV GmbH	Sven Hoffmann, Mark Rau
<b>Vice Presidents</b>	
Vice President Gaming Communities	David Hiltcher
Vice President Gaming Communication & Services	Michael Kuhl
Vice President Sales	Thorsten Blodow
Vice President International Business	Sebastian Weißhaar
Vice President Professional Gaming	Mark Rau
Gaming Evangelist	Jan-Philipp Reining
Director Public Relations	Ibrahim Mazari
Number of employees	Over 160
Founded in	December 2000
HRB-Nummer	36678
Banking details	IBAN: DE98 3705 0198 1900 3306 95 S.W.I.F.T.: COLSDE33 Account number: 1900330695 BLZ: 37050198
Projects	Electronic Sports League (ESL), ESL Pro Series, ESL Major Series, ASUS European Nations Championship, ESL WC3L Series, ESL TV, ESL Sports, ESL Female, Intel Extreme Masters, Consoles Sports League, eSport Schulmeisterschaft, ESL Nokia Mobile League, eSports Award
Key figures	Over 2.600.000 users
	In 37 countries around the world
Present prize money	€130.000 for the ESL Pro Series
	\$400.000 for the Intel Extreme Masters
	€120.000 for the ASUS European Nations Championship
Partners	Intel, Razer, Alienware, ASUS, Sennheiser, Nokia, adidas, Microsoft, Gamed.de, Volkswagen, Trend Micro, SteelSeries

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