



# Why Counter-Strike?

Developed by Valve and its partners and first released in 1999, Counter-Strike (or CS or CS2 for short) is the world's most popular team-based shooter (FPS) game.

- + CS2 is one of the most watched games on streaming platforms, with tens of millions of hours of content watched monthly
- Played by more than 1 million active players per day on the developer's Steam platform
- CS2 is the preeminent esports game, with millions of simultaneous viewers tuning in to its global events
- The community around CS2 is incredibly active on online platforms generating extra reach and activity

CS2 is not just a game, it's a cultural phenomenon that is the perfect platform for brands.



# What is 1155?

The Hungarian Streamer Championship or MSB for short is the largest locally organized, invitational event curated for Content Creators and CS2 players.

During the online qualifiers, 16 teams of 5 players each will compete against each other to determine the top 8 teams. These will be pitted against each other in an offline finals held at a venue in front of a live audience at a 2-day event.

#### Why partner with MSB?

- Target audience: digitally active, loyal viewers aged 20-40
- + Branding: creating an innovative, youthful and modern brand image
- + Lasting exposure: long-term online presence with offline coverage at the finals
- Dedicated platforms: website and social channels (Instagram, YouTube and Twitch)
- High reach: thousands of viewers follow the matches live online, tens of thousands have watched /
   are watching the matches on the platforms
- + Established brand: MSB is a trend-setter, well-known brand with unique opportunity
- Measurability: MSB provides accurate data on reach and activity

### Who were the faces of MSB 3?

MSB was created by Hungarian Content Creators who love CS2 and who aimed to establish a "close-to-the-heart", dedicated community-building experience with this event.



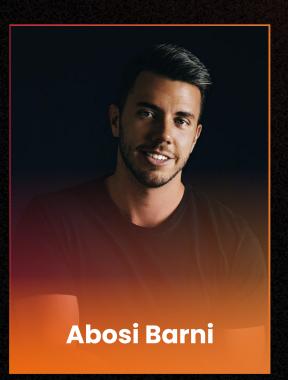








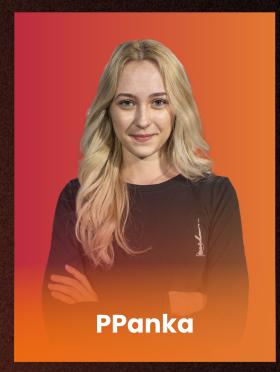
























## MSB 3 statistics



70.5K

Total video views

**Individual viewers** 

97,8% male

**Gender ratio** 

18-44 year (97%)

Age group distribution



305K+

**Total impressions** 

Total reach

6.330+ 5.7M

**Max viewers** 

**Average viewers** 

Average viewers of the offline finals

**Total minutes viewed** 

1.700+ 64.400+

**Individual viewers** 

3.000+ 331.000+

**Live views** 





# The most spectacular, all-Hungarian gaming event

Reach: new consumers, direct contact with the community

#### Gamified promotions

- Unique prizes
- Sweepstakes
- Trivia games
- Interactive events and activities through the community
- Use of unique coupon codes (optional)

Bigger and more spectacular on-site finals than ever before: ~1,000 spectators on site to cheer their favorite CCs

MSB 4 merchandise sales at the venue

Extraordinary show matches with well-known national personalities: Surprise



# This is MSB 4 - taking the community experience to a new level

#### **Additional ideas**

# Behind-the-scenes insights: interviews, vlogs with the participants

 These could also be shown during the finals and uploaded to YT Social content

#### Social content

- Cheer for your favourite creator
- Submitted edited highlight videos with reactions etc.

#### Audience-choice awards with voting

- Most popular player / team
- Best match
- Best kill-sequence
- Best cheering video (there should be an audience award for the community!)

#### Offline finals photo wall

Instant photo print, souvenir from the final

#### Offline finals meet-and-greet

Signing / photographing with your favourites
 at the before / during / after matches



# Partner packages

#### Platinum

Title sponsor

Partner Brand featured prominently on all visual and design materials

(Website | Twitch | YouTube | Social)

Unique branding in streams and broadcast

Opportunity to set up an on-site individual booth in the finals

Individual request - by prior arrangement

#### Gold

Supporting Partner display

Partner Brand display on all visual and design materials

(Website | Twitch | YouTube | Social)

Sponsored segment in broadcasts

Title sponsor of the Audience-Choice Awards

Opportunity to set up an on-site individual booth in the finals

Individual request - by prior arrangement

#### Silver

Supporting Partner display

Partner Brand display on all visual and design materials

(Website | Twitch | YouTube | Social)

Unique branding at the offline finals and and its broadcast

# Contact us for more details!