



For Video Game Publishers

Every player in your game wants to compete.

They are just waiting for the arena.

Competitive players are the most loyal, the most engaged, and the highest-value users your game can have. Building a real competitive layer means dedicated development and liveops. Sbarter deploys a plug-and-play competitive engine, with a single integration and zero cost to your studio.

THE TOURNAMENT ENGINE: ALWAYS-ON, FULLY AUTOMATED, INFINITELY SCALABLE

BUILD FOR STUDIOS

A complete competitive & monetization engine for free.

Sbarter turns players into dedicated competitors with 24/7 tournaments and Season Finals with guaranteed prize polls. It drives acquisition, engagement and retention across your game while creating a new revenue stream for your studio on every verified match.

INSTANT

On-fill brackets, zero wait time

Tournaments for your title remain always open for entry and launch the moment lobbies fill. At peak CCU, fresh brackets trigger every few minutes.

SCHEDULED

Scheduled events, auto-scaled

Fixed start times your community can count on. As player queues grow, the engine spawns parallel brackets automatically with zero live ops overhead.

SEASONS

4-week seasons, monthly Season Cup

Continuous 4-week seasons crown your top players in a Season Cup final, creating engagement spikes that keep seasonal leaderboard alive all month.

€130,000

1-YEAR GUARANTEED
SEASON REWARDS

Founding Studio offer.

Sbarter covers up to \$130,000 in guaranteed seasonal reward for your first year. Drive player acquisition with a headline player offer, funded entirely by Sbarter: "Play, compete, and win €10,000+ every season".

CAPABILITIES YOU GAIN FROM DAY ONE

Acquisition

Turn guaranteed prize pool into a high-converting UA campaign:

"Compete for €10,000+ in monthly rewards."

Creators expose their followers to the official Season Cup, driving players straight to your game.

Retention

Always-on contests, daily scheduled brackets, and seasonal final give fresh reasons to log in daily, even in mature titles.

Boost long-term retention with zero changes to your core gameplay or in-game economy.

Revenue

Monetize match verification automatically, earning a fee on every verified contest.

Your players compete for rewards while your studio earns on match volume.

LIVE NOW IN PREVIEW

Commercial launch September 2026 across 15 countries
First studio partner: Vivid Games (Real Boxing 3)
Built by veterans of EA, Microsoft, Sony PlayStation, SportRadar

Become a Founding Partner

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