sbarter

For Game Publishers

# Competitive players already play for money in your games. Without you.

Sbarter brings you in. Self-running competitive seasons give your most valuable players a reason to come back, and to bring others with them. You earn a fee on every match played. **Sbarter requires no change to your game and its economy.**



## The opportunity

Playing video games for money goes back decades. It now adds up to a business worth tens of billions, growing around 14% a year.
Over three years, Sbarter has built the specialist identity verification, payments and compliance infrastructure that lets you benefit from it.

| 14% | Several million | $70 |
|---|---|---|
| annual growth | contests a day | monthly ARPPU |

Market size and growth: published industry research, 2026
Per-player figure: Skillz Inc., Q1 2026 results (SEC-filed).

## HOW IT WORKS

- You choose the titles, the countries, and the game modes or formats
- Participants pay to enter, winners take the prize
- Results come straight from the match data your game already produces
- Entry fees sit in escrow and pay out instantly on the verified result
- Sbarter never takes custody of player money

## WHAT YOU GET

- A fee for every verified match result, growing as more players compete
- 1v1 challenges, tournaments open for entry at any time, monthly seasons ending in a cup final
- Higher retention and lifetime value among your most competitive players
- Aggregated data on that activity, for your own campaigns

## YOUR PART

- One lightweight server-side API integration, with dedicated support from our team
- Telling your players it exists, in your own messaging and community announcements. We provide assets and support to build a competitive scene
- No upfront cost, and no share of your existing monetisation

## YOUR GAME YOUR PLAYERS

Nothing about your game changes, and you remain the only voice speaking to your community. Players verify their identity and age in the Sbarter app before their first entry, and no one under 18 can take part. They pay and get paid through the local methods they already use. Outcomes are decided by player performance.

First publisher partners signed · App in live testing with players · Legal framework developed with specialist counsel
Independently audited by CertiK · Built by veterans of EA, Microsoft, Sony PlayStation and Sportradar




## NEXT STEP

**A 30-minute chat** with our publisher relations team, to see whether Sbarter fits your game and to build a revenue projection on your own numbers.

corporate@sbarter.com  sbarter.com