

Sbarter requires no change to your game and its economy.

Over three years, Sbarter has built the specialist identity verification, payments and compliance infrastructure that lets you benefit from it.

\$70
monthly ARPPU



- 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

- A fee for every verified match result, growing as more players compete
- TV1 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

- 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

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.

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.

sbarter.com

