

EWOC 26

PARIS

MEDIA GUIDE



MESSAGE FROM THE CEO

Welcome to the Esports World Cup 2026.

Welcome to the Esports World Cup 2026! On behalf of the entire Esports World Cup team, I am delighted to welcome our media partners to Paris for this historic edition of the world's largest celebration of esports and gaming. This year marks a significant milestone for the EWC as we bring the event to Paris for its first edition outside Saudi Arabia. It is an exciting step in our journey as we continue to build a truly global platform for competitive gaming and a reflection of the ongoing growth of esports worldwide.

Esports continues to connect people across borders, cultures, and generations, bringing together players, fans, clubs, publishers, and partners through a shared passion for competition. As the industry grows, so does the opportunity to celebrate the talent and communities driving it forward. We invite you to help tell these stories and showcase the people and moments shaping the future of esports worldwide.

Thank you for being part of this journey, and welcome to Paris.

Ralf Reichert

Chief Executive Officer
Esports Foundation



01 BADGE PICKUP

You can pick-up your badge from the Hall 1 staff entrance.

Please ensure that you have filled out the correct form - linked [HERE](#)

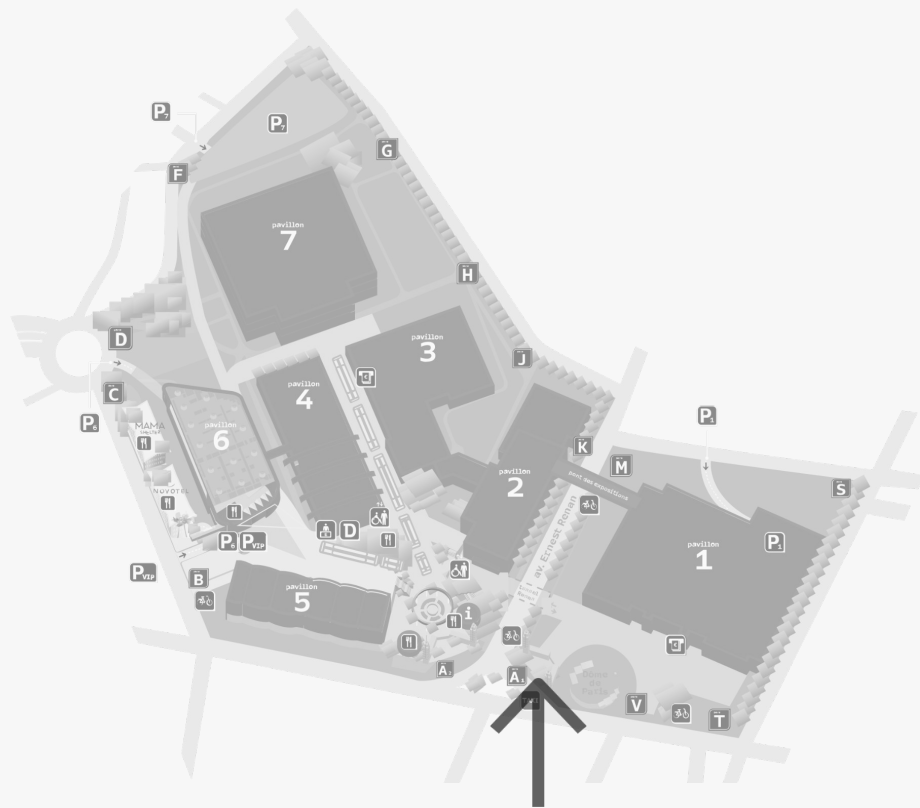
There will be clear signage for badge collection, contained in the white tent before the security scanners. Please ensure you bring a valid form of ID as it will be required to pick up your badge.

Press badges will provide you access to the following:

Hall 1
Esports Arenas & Fan Fest

Hall 5
Content Hub

Hall 6
Press Room



01 LOCATION

The **Press Room** will be the primary working space for media. It is located in Pavilion 6 and is equipped with a dedicated entry lane for all accredited press.

Clear signage will guide you from the main entrance, and staff will be available to assist with directions.

02 OPERATING HOURS

Open Daily:
10:00 - 22:00 CEST

The Press Room will remain accessible throughout the event to accredited press personnel with valid badges, which will be distributed in advance.

Operating hours may be extended by up to 1 hour after the end of tournaments or live productions that conclude after the scheduled opening hours.

03 SERVICES & AMENITIES

The Press Room is equipped with essential services to support working media throughout the event, including:

- **High-Speed Wi-Fi** - Secure and reliable internet access is available throughout the space
Network: ewc powered by stc
P/w: everythingisearned
- **Power Outlets & Charging Stations** - Available for laptops, phones and other electronic devices
- **Workstations** - Shared desk space available on a first-come, first-served basis
- **Refreshments** - Complimentary refreshments and snacks available throughout the day
- **Live Stage Feeds** - Screens in the Press Room will show live feeds from each stage, allowing media to follow tournament action while working.

SCAN TO DOWNLOAD
Linked [HERE](#)



04 MEDIA KIT

Press releases, event schedules, and official photo and video assets will be made available.



01 LOCATION

The **Content Hub** is where interviews, press conferences, and post-match Press Rumbles will take place. It is located in Pavilion 5 and is equipped with a dedicated entry lane for all accredited press. Members of the PR team will be present to support with interview management.



This area is not a working zone and is only for media obligations. Press are therefore required to arrive on time and leave once interviews are complete.



02 OPERATING HOURS

Dates: July 1 - August 23

Operating Hours: 10:00 - 22:00 CEST

Operating hours may be extended by up to 1 hour after the end of tournaments or live productions that conclude after the scheduled opening hours.

03 ACCESS

Access to the Rumble Area is permitted only after matches have concluded.

Access to the Press Conference Stage and Interview Rooms is permitted up to 30 minutes prior to the scheduled session start time.

04 PRESS RUMBLE

The Press Rumble is a designated space for PR and press representatives to conduct brief post-match player interactions.

Access to and activity within this area remain subject to last-minute operational adjustments based on match flow and production requirements. The PR team will coordinate interview requests on the day and manage media access to players in real time, based on requests received.

Access to the Rumble Area is available on a first-come, first-served basis, with no advance booking required. Access is only permitted immediately following the conclusion of each match.

For any inquiries regarding the Rumble Area, please contact Tom Keirnan or Hesham AlHussein, who will oversee the area and coordinate incoming requests.

05 PRESS CONFERENCE STAGE

The Press Conference Stage is primarily dedicated to **Championship-winning teams and post-tournament press conferences.**

Once an EWC Champion has been crowned, they will arrive at the Content Hub for a Champion Press Conference. Press will be asked to arrive 30 minutes prior to the scheduled start time and will be able to take their seats in advance.

Press Conference Run-of-Show

- **Panel Discussion w/ MC** - A guided discussion with the host of the press conference, asking players top-line questions about their journey and performance.
- **Open the Floor to Qs** - Media and stakeholders in attendance can ask the team questions while they're seated on the stage.
- **Photo Opportunity w/ Trophy** - Players will be asked to pose with the trophy for media pictures.

Once the press conference has concluded, the winning team will be available for interviews in the Press Rumble Area with accredited press.



06 POST MATCH INTERVIEW REQUESTS

We kindly request that you contact **Tom Keirnan / Hesham AlHussein** with any post-match interview requests for the Press Rumble Area. Specific players and interviews are not guaranteed, and any changes to player attendance for media obligations will be clearly communicated prior to the interview time.

Players will have 30 minutes for media requests, including Mixed Zone interviews with wider stakeholders, so please ensure you arrive on time at the **Content Hub** for your interview. Each interview will be timed and must be 2-3 minutes, subject to adjustment based on player demand and time constraints.

07 AD-HOC INTERVIEW REQUESTS

For interview requests outside of obligated post-match windows, please contact **Tom Keirnan or a relevant member of the PR team**. Details can be found in the Key Contacts section.

Please provide an overview of the interview opportunity, including:

- **Journalist Name**
- **Outlet Name**
- **Journalist Contact Number**
- **Club & Player / Club Stakeholder** (i.e., Team Liquid Magnus Carlsen)
- **Preferred Time** (i.e., Thursday 9 July)
- **Topics you'd like to discuss**
- **Format** (Video / Audio / Written)

Once received, the PR team will request the relevant player, book an interview room in the Content Hub if the player is confirmed, and update you directly.

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RISE ABOVE

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RISE ABOVE

ESPORTS WORLD CUP IN PARIS

The Esports World Cup 2026 marks a significant milestone in the tournament's history as Paris becomes the first international host city outside Saudi Arabia. Bringing together the world's largest esports and gaming event, the competition will take place from July 6 to August 23, welcoming players, Clubs, publishers, creators, and fans from around the globe.

Hosted at Paris Expo Porte de Versailles, EWC 2026 will feature 25 tournaments across 24 games, uniting the world's leading esports titles in a single global competition. More than 2,000 players representing over 200 Clubs from more than 100 countries will compete across seven weeks of world-class competition.

The arrival of the Esports World Cup in Paris reflects the continued growth of esports as a global sport and cultural phenomenon. As one of the world's leading capitals of sport, culture, and entertainment, Paris provides an ideal stage for the next chapter of the tournament's evolution.

Beyond the competition, EWC 2026 will bring together gaming communities from around the world through fan experiences, entertainment, creator engagement, and cultural programming, creating a shared celebration of esports on a truly global scale.





RISE OF ESPORTS GLOBALLY

Gaming and esports have become one of the fastest-growing forms of entertainment in the world, connecting billions of players and fans across every region. Today, esports stands at the intersection of sport, culture, media, and technology, attracting audiences on a truly global scale.

As esports continues to evolve, the ecosystem is being shaped by long-term investment, publisher collaboration, professional pathways, and year-round competition. The Esports World Cup plays a central role in this growth by bringing together the world's leading games, players, Clubs, and communities on one global stage.

The continued rise of esports is driven by innovation, accessibility, and a passionate global audience. From elite competition and creator ecosystems to fan experiences and digital engagement, esports has become a cultural force that extends far beyond gaming.

With billions of gamers worldwide and audiences that rival the world's largest sporting events, esports is entering a new era of global relevance. Through competition, entertainment, and community, the Esports World Cup is helping shape the future of sport for a digital generation.



3.6B

Gamers
worldwide



610+M

Esports fan
globally (2025)



\$197B

Global video game
revenue (2025)



\$4.3B

Esports market revenue
(2024)



\$607M

Projected revenue into
french economy through
EWC

ESPORTS GROWTH IN SAUDI ARABIA

Saudi Arabia has emerged as one of the world's fastest-growing gaming and esports markets, supported by a young, digitally connected population and long-term investment in the sector. Today, gaming and esports sit at the heart of the Kingdom's ambition to become a global hub for innovation, entertainment, and competitive gaming.

Strategic initiatives, ecosystem development programs, and world-class events have helped accelerate the growth of esports across the Kingdom, creating new opportunities for players, Clubs, publishers, creators, and fans while strengthening Saudi Arabia's position on the global stage.



\$1.8B

Video games market
in Saudi Arabia.



\$23.5M

Gaming enthusiasts
in the Kingdom.



67%

Of the population are
gaming enthusiasts.



\$6.8B

Projected Gaming
Consumption by 2030



\$13.3B

Potential contribution to
GDP by 2030.



Saudi Arabia has rapidly emerged as a leading force in the global gaming and esports landscape, driven by sustained investment in infrastructure, talent development, and industry growth. This progress has helped establish the Kingdom as a home for world-class esports initiatives, including the Esports World Cup, which originated in Saudi Arabia and has grown into a global platform that brings together the world's best players, Clubs, publishers, and fans. Through major events, strategic partnerships, and a thriving ecosystem, Saudi Arabia continues to expand its influence on the international esports stage.

Supported by a vibrant gaming community and a forward-looking vision for the digital economy, Saudi Arabia is helping shape the future of interactive entertainment. As the sector continues to evolve, the Kingdom remains committed to advancing innovation, nurturing talent, and strengthening its position as a global hub for gaming and esports in line with the ambitions of Vision 2030.



ESPORTS FOUNDATION

The Esports Foundation (EF) is a non-profit organization dedicated to supporting the sustainable growth and development of esports and gaming. As a key hosting and development entity, EF is committed to creating meaningful, lasting impact across local, regional, and international esports communities.

The Esports Foundation plays a central role in bringing together a wide range of stakeholders across the esports ecosystem to support the continued development and advancement of the industry, serving the broader community that includes athletes, franchises, publishers, talent, fans, and businesses.

As a non-profit organization, the Foundation channels its resources back into initiatives that support the long-term sustainability, stability, and continued growth of the global esports industry.

ESPORTS FOUNDATION

ESPORTS WORLD CUP AT A GLANCE

In addition to the competitive tournaments, the event is expected to include experiences that celebrate the world of gaming and engage global audiences, with further details to be confirmed.



WORLD'S LEADING TITLES: The top games in one place – with each title having its own competition as part of an intense, seven-week tournament calendar.



LIFE-CHANGING PRIZES: Prize pools, bounties, and rewards! Unprecedented scale and structure to ensure fair allocation of prize pools between esports athletes to reward the best of the best and celebrate thrilling Moments.



WORLD'S BEST ESPORTS CLUBS: The only place in esports where the world's leading clubs compete across multiple esports titles through a unique points-based system to crown the Esports World Cup Champion.



FAN FEST: A full calendar of exciting activations, from gaming exhibitions to grassroots competitions – providing fun and entertainment for everyone.

Visitors Can Expect:

- Creator & Influencer Activations
- Gaming Exhibitions
- Grassroots Tournaments
- Immersive Experiences
- Global Partnerships



KEY FIGURES

RALF
REICHERT**Chief Executive Officer of the Esports Foundation**

Ralf grew up as a native gamer with a passion for competition in the digital world as much as the physical. In the late 90s, he founded SK Gaming with his brothers, Tim and Benjamin, to form one of the first esports teams, and competed at the highest level – which subsequently made him fall in love with the business of gaming and esports.

Excited to build in this industry, Ralf and his team co-founded ESL, and embarked on a quest to produce the largest stages for a new sport that would turn players into stars worldwide. What was intended to be a quick win evolved into a lifelong journey.

ESL has since become the world's largest esports brand and company culminating in a billion dollar transaction in 2022 to form ESL Faceit Group (EFG). Ralf served as Chairman at EFG, on a mission to create worlds beyond gameplay, where esports and gaming collide, until October 2023, when he took on the role of CEO at the Esports Foundation. At the helm of the Esports World Cup, now in its third year, and the Esports Nations Cup, which will debut in November 2026, his mandate is to elevate esports to one of the world's premier sports, while expanding the Foundation as a driving force in its development.



KEY FIGURES

**MIKE
McCABE****Chief Operating Officer and Deputy CEO of the Esports Foundation**

Mike McCabe is Chief Operating Officer and Deputy CEO of the Esports Foundation, where he oversees the delivery, growth, and global expansion of the Esports World Cup, the world's largest gaming and esports event. With more than two decades of leadership experience across gaming, publishing, media, and commercial strategy, he has helped shape some of the industry's most influential brands and platforms while driving the continued evolution of esports on a global scale.

Prior to his current role, Mike was Head of International Publishing at Epic Games, where he oversaw publishing, marketing and strategy for the APAC, EMEA and LATAM regions. Before his time at Epic, Mike was VP of Digital Activity & Innovation at Nike and was Head of Asia Studios for Electronic Arts.



KEY FIGURES

**FAISAL MOHAMMED
BIN HOMRAN****Chief Product Officer at the Esports Foundation**

Faisal Mohammed Bin Homran is the Chief Product Officer at the Esports Foundation (EF), a global leader in the development and growth of the esports and gaming industry and host of the annual Esports World Cup (EWC). He plays a key role in shaping the EWC event and festival experience, fan engagement, and driving EWC's global growth of esports as a global sport.

Previously, he served as Chief Esports Officer at the Saudi Esports Federation (SEF), where he helped position Saudi Arabia as a global esports hub. He oversaw Gamers Without Borders, the world's largest esports charity event, and led the development of Saudi eLeagues and national esports clubs.

With a background in information systems engineering, Bin Homran entered professional gaming in 2009 before earning a master's in entrepreneurship and business development from the University of Westminster, UK. With over a decade in business development and esports operations, he remains a driving force in the industry's global expansion.



KEY FIGURES

**MOHAMMED
ALNIMER****Chief Commercial Officer of the Esports Foundation**

Mohammed Alnimer, Chief Commercial Officer at the Esports Foundation (EF), is a seasoned industry professional with deep experience in commercial strategies and sponsorship management across the esports and traditional sports sectors.

Previously, Mohammed served as Head of the Commercial Department for the Saudi Esports Federation, spearheading commercial strategies for high-profile events such as Gamers8 in 2022 and 2023. Prior to his role at the SEF, Mohammed served as the Sponsorship & Events Manager at Kia Motors France, where he managed sponsorships for major sporting events including the FIFA Women's World Cup 2019, UEFA Europa League 2018-2021, and the League of Legends European Championship 2019-2021.

Mohammed holds dual Master's Degrees in both International Business Development from IDRAC Business School and International Sports & Event Management from Kedge Business School. Mohammed is an active industry contributor, serving as a member of the judging panel for the European Sponsorship Association Awards. He also shares his expertise as a visiting teacher at Kedge Business School for International Sports & Event Management Master's students.



EWC 26
OVERVIEW

The Esports World Cup (EWC) is the world's largest esports and gaming event, bringing together the best players, Clubs, and games in a unique cross-game competition that crowns the Esports World Cup Club Champion.

Hosted in Paris, France, from 6 July to 23 August, EWC 2026 marks the first edition of the event to be held outside Saudi Arabia. More than 2,000 players from over 200 Clubs and 100 countries will compete across 25 tournaments and 24 games.

Beyond the competition, EWC is a global celebration of gaming culture, bringing together fans, creators, publishers, and communities through immersive experiences, entertainment, and fan activations.

**\$75M**

Prize pool

**2000+**

Players

**200+**

Clubs

**100+**

Countries Represented

**25**

Tournaments

**24**

Games

EWC 26
PLAYER EXPERIENCE

JULY – AUGUST

– 2026

JULY – AUGUST

– 2026

3,410 **Players Supported**

Total player presence of **3,410 players** supported throughout the event, supplemented by **1,163 LCQ entries**.

3,030 **Hotel Rooms**

3,030 rooms secured across **9 partner hotels**, totaling **24,704 room nights**.

400K+ **Meals Served**

Over **400,000 meals, coffees and juices** served to the world's best esports athletes throughout the tournament.

120 **Practice Rooms**

120 dedicated practice rooms available to support team preparation and competitive performance.

85 **Hospitality Staff**

85 specialized staff members, including community and player managers, supporting athletes throughout the event.

17 **Transport Fleet**

17 high-capacity transport vehicles operating continuously to support player transportation and logistics.

18,205 m²**Player Hall**

A dedicated **18,205m² immersive Player Hall** designed to provide athletes with a world-class competition environment.

10K+ **Wellness Visits**

On-demand massage and barbershop services are expected to generate over **10,000 player visits throughout the seven-week event**.

GAME TITLES

APEX
— LEGENDS —

EWC26

APEX LEGENDS

One of the most beloved battle royale titles, Apex Legends has helped push the genre forward with its popular hero shooter formula, exciting personalities and fast-paced team gameplay.

CALL OF DUTY
BLACK OPS 7

EWC26

CALL OF DUTY: BLACK OPS 7

The latest title in the iconic Call of Duty franchise, Black Ops 7 delivers high-intensity action, strategic teamwork and world-class competition on one of esports' biggest stages.

CALL OF DUTY
WARZONE
RESURGENCE
SERIES

EWC26

CALL OF DUTY: WARZONE

Published in March 2020, Call of Duty: Warzone found instant success as the franchise's entry into the battle royale genre, surpassing 100 million downloads by April 2021.

CHESS

EWC26

CHESS

One of the most popular games on the planet with more than 600 million players and is experiencing a digital renaissance as it enters the esports space for the first time.

COUNTER
STRIKE 2

EWC26

COUNTER-STRIKE 2

The legendary tactical shooter's latest iteration consistently sets the bar for memorable esports moments.

CROSSFIRE
MERCENARY FORCES CORPORATION

EWC26

CROSSFIRE

One of the most popular first-person shooter games globally, boasting over 1 billion registered users and 8 million concurrent players across more than 80 countries.

DOTA 2

EWC26

DOTA 2

One of esports' most prestigious and strategically demanding titles, Dota 2 has built a legacy through its depth, complexity and world-class competition.

PRO

EWC26

EA SPORTS FC 26

The world's leading football simulation game brings together the best virtual footballers from around the globe to compete for international glory.

GAME TITLES



EWC26

FATAL FURY: CITY OF THE WOLVES

The newest entry in SNK's legendary fighting game franchise, blending classic mechanics with modern innovation to deliver high-level competitive action.



EWC26

FORTNITE RELOAD

Building on one of the most influential games in the world, Fortnite Reload delivers fast-paced action and intense competition in a format designed for elite play.



EWC26

FREE FIRE

As the first mobile battle royale game to achieve over 1 billion downloads on Google Play, Free Fire is highly popular among players around the world, boasting over 200 million monthly active users.



EWC26

HONOR OF KINGS

One of the world's most played mobile MOBAs, continues its international expansion after almost a decade of amazing success in China.



EWC26

LEAGUE OF LEGENDS

The world's most popular MOBA, with its 2023 World Championship Final at a sold-out Gocheok Sky Dome in Seoul, South Korea watched by over 6.4 million peak viewers – the most-watched esports event of all time.



EWC26

MOBILE LEGENDS: BANG BANG

One of the world's most accessible mobile MOBAs, growing rapidly with millions of viewers.



EWC26

MOBILE LEGENDS: BANG BANG WOMEN'S INVITATIONAL (MWI)

The premier women's competition in Mobile Legends: Bang Bang, showcasing elite talent from around the world and supporting the continued growth of women in esports.



MIDSEASON CHAMPIONSHIP

EWC26

OVERWATCH 2

The successor to the original Overwatch, it's a fast-paced blend of genres highlighted by diverse characters and innovative team gameplay.

GAME TITLES

PUBG
BATTLEGROUNDS

EWC26

PUBG: BATTLEGROUNDS

The original battle royale that helped define the genre, continuing to deliver large-scale competition and unforgettable esports moments.

PUBG MOBILE
GLOBAL OPEN

EWC26

PUBG MOBILE

One of the world's leading mobile esports titles, bringing elite competition and a global community of players and fans together on the international stage.

R6 | SIEGE

EWC26

RAINBOW SIX SIEGE

Known for its tactical depth and strategic gameplay, Rainbow Six Siege challenges teams to master coordination, planning and precision under pressure.

ROCKET
LEAGUE

EWC26

ROCKET LEAGUE

Combining football and high-speed vehicles, Rocket League has become one of esports' most unique and exciting competitive experiences.

STREET FIGHTER

EWC26

STREET FIGHTER 6

One of the most iconic fighting games ever created, continuing a legacy of elite competition and unforgettable championship moments.

TEAMFIGHT
TACTICS

EWC26

TEAMFIGHT TACTICS

A strategic auto battler that rewards planning, adaptation and decision-making, Teamfight Tactics has become a major force within the esports landscape.

TEKKEN 8

EWC26

TEKKEN 8

he latest installment in the legendary fighting game series, combining technical mastery, intense rivalries and world-class competition.

TRACKMANIA
T777

EWC26

TRACKMANIA

A unique racing title built around speed, precision and creativity, challenging competitors to master some of the most demanding tracks in esports.

VALORANT

EWC26

VALORANT

Riot Games' tactical shooter combines precise gunplay with unique agent abilities, creating one of the fastest-growing and most competitive esports ecosystems in the world.

TOURNAMENT SCHEDULE

JULY – AUGUST

– 2026

JULY – AUGUST

– 2026

WEEK 1

- VALORANT
- ALGS SPLIT 1
- DOTA 2
- FATAL FURY: CITY OF THE WOLVES

WEEK 2

- LEAGUE OF LEGENDS
- FREE FIRE
- DOTA 2
- MWI

WEEK 3

- FC26
- PUBG: BATTLEGROUNDS
- MSC
- TEAMFIGHT TACTICS

WEEK 4

- OVERWATCH CHAMPIONS SERIES
- WARZONE RESURGENCE SERIES
- MSC
- STREET FIGHTER 6

WEEK 5

- CALL OF DUTY: BLACK OPS 7
- PUBG MOBILE WORLD CUP
- KWC
- TEKKEN 8

WEEK 6

- ROCKET LEAGUE
- PUBG MOBILE WORLD CUP
- R6 SIEGE
- CHESS

WEEK 7

- COUNTER-STRIKE 2
- FORTNITE RELOAD ELITE SERIES
- CROSSFIRE
- TRACKMANIA



GLOBAL AMBASSADOR

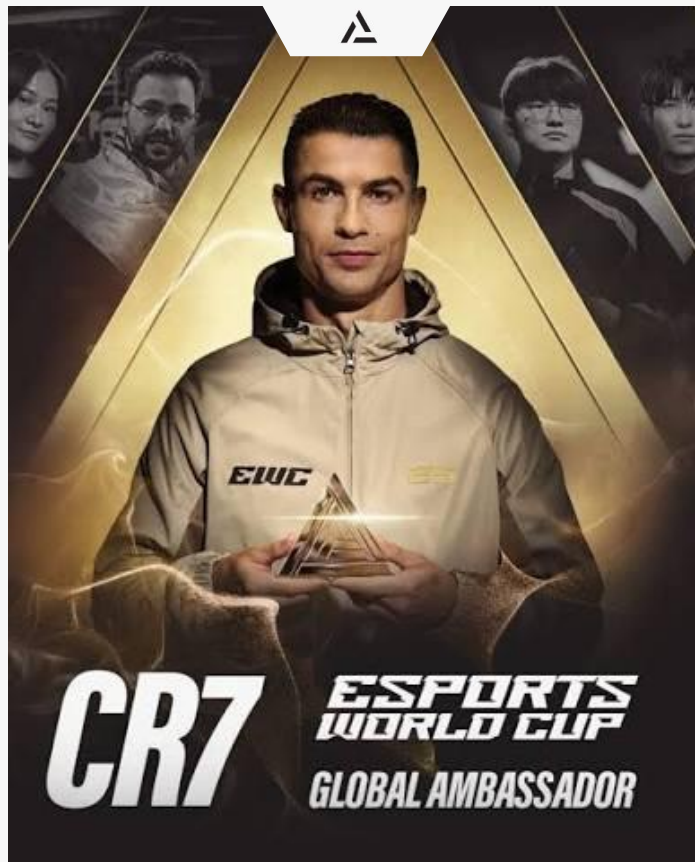
CR7

Cristiano Ronaldo, one of the most celebrated athletes of all time, continues to play a prominent role in the Esports World Cup, further reinforcing EWC's position as one of the world's leading sporting and entertainment events.

Ronaldo's involvement reflects the continued rise of competitive gaming as a global sport. A five-time Ballon d'Or winner and one of the most recognizable figures in world sport, he brings unparalleled reach and cultural influence, helping connect millions of fans to the next generation of esports athletes.

As a global ambassador for the Esports World Cup, Ronaldo will support the tournament's international campaign throughout the seven-week competition. Through his global platform and audience of more than one billion followers, he will help introduce new audiences to esports and celebrate the players, Clubs, and communities that define the Esports World Cup.

Ronaldo's participation also reflects EWC's mission to elevate esports on the global stage, bringing together sport, entertainment, and gaming in a shared moment that connects fans around the world.



GLOBAL AMBASSADOR MAGNUS CARLSEN

Magnus Carlsen, widely regarded as one of the greatest chess players of all time, serves as a Global Ambassador for the Esports World Cup, helping connect one of the world's oldest and most enduring strategy games with the global esports community.

Carlsen's involvement reflects the natural connection between chess and competitive gaming. A five-time World Chess Champion and the highest-rated player in history, he represents the strategic depth, mental discipline and competitive intensity shared by chess and esports at the highest level.

As a Global Ambassador, Carlsen supports the continued growth of chess within the Esports World Cup and helps introduce the game to new audiences. His involvement brings together established chess communities and a new generation of digitally native fans, while showcasing the players and Clubs competing on the EWC stage.

Carlsen's participation also reflects EWC's mission to unite the world's most competitive games under one global platform. By bringing chess into the esports ecosystem, EWC is creating new connections between games, players and communities while expanding how global audiences experience elite competition.





EF CLUB PARTNER PROGRAM

The Club Partner Program (CPP) is a cornerstone of the Esports World Cup ecosystem, designed to support the sustainable growth of esports organizations worldwide.

Through strategic investment and long-term support, the program empowers Clubs to expand their global reach, strengthen fan engagement, develop original content, and create new opportunities for players and communities.

As part of the Esports Foundation's commitment to the long-term development of esports, the CPP helps Clubs invest beyond competition, supporting innovation, stability, and sustainable growth across the global ecosystem.

The program supports 40 leading esports organizations from around the world, creating opportunities for Clubs to grow their brands, engage fans, and contribute to the continued evolution of esports as a global sport and entertainment platform.



\$20M

Committed to supporting sustainable Club growth



40

Selected into the program



\$1M

Up to \$1M Funding and support available to participating Clubs



300M

Combined fans reached by participating Clubs

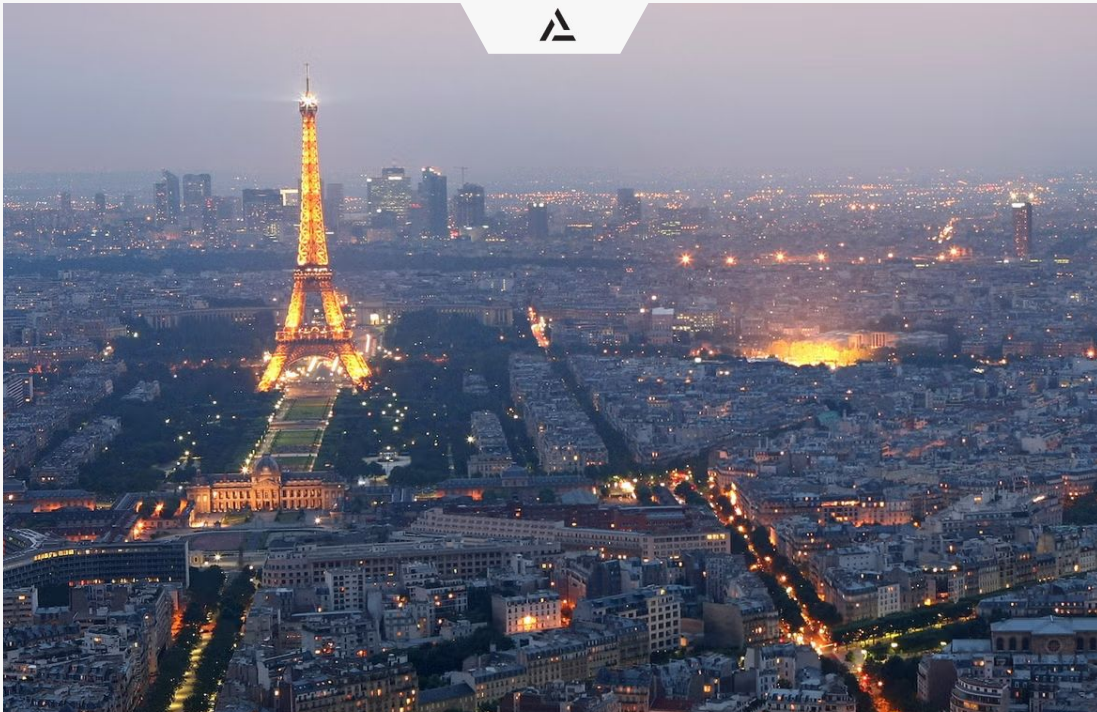
PARIS: A SUMMARY OF THE FRENCH CAPITAL

Paris is one of the world's most iconic cities, renowned for its rich history, cultural influence, and enduring role as a global center of art, fashion, sport, and innovation. Home to more than two million residents, the French capital has shaped European history for centuries and continues to attract millions of visitors each year.

Situated along the River Seine in northern France, Paris has been a major center of commerce, culture, and learning since antiquity. From its historic landmarks and museums to its vibrant neighborhoods and public spaces, the city blends centuries of heritage with a modern, international outlook.

In recent years, Paris has further strengthened its reputation as a world-leading destination for major international events. Having hosted some of the world's most prestigious sporting competitions, the city offers world-class infrastructure, connectivity, and hospitality at the heart of Europe.

Today, Paris is a dynamic global city where history, culture, entertainment, and innovation come together. Visitors can explore world-famous attractions, exceptional dining, renowned museums, and a thriving sporting landscape, making it an unforgettable destination for fans attending the Esports World Cup 2026.



PARIS: A SUMMARY OF THE FRENCH CAPITAL

01 CURRENCY

The official currency in France is the Euro (€). Credit and debit cards are widely accepted throughout Paris, and ATMs are readily available across the city.

02 VISA

Visa requirements vary depending on nationality. Visitors are advised to check entry requirements and ensure their passport remains valid for the duration of their stay. France is part of the Schengen Area.

03 TRAVEL

Paris is served by an extensive public transport network, including the Metro, RER trains, buses, and trams. Taxis and ride-hailing services such as Uber are also widely available throughout the city.

04 ELECTRICAL

France operates on a 230V supply voltage and uses Type C and Type E plug sockets. International visitors may require a plug adapter depending on their country of origin.

05 TEMPERATURE

Paris enjoys warm summer weather during July and August, with average daytime temperatures typically ranging between 20°C and 30°C. Visitors are encouraged to stay hydrated while exploring the city.

06 ACCOMMODATION

Paris offers a wide range of accommodation options, from luxury hotels and serviced apartments to business hotels and budget-friendly stays, catering to visitors across all price points.

07 LANGUAGE

French is the official language of France, though English is spoken in hotels, restaurants, tourist attractions, and major event venues across Paris.

08 EMERGENCY

- European Emergency Number (112)
- Police (17)
- Ambulance (15)
- Fire Brigade (18)

KEY CONTACTS

Tom Keirnan

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MENA PR Enquiries

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