

Clout Fantasy Launches Esports Player to Player Wagering Application for Counter-Strike: Global Offensive and League of Legends

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Bailey Glasser client Clout Fantasy has released a cutting edge multiplayer application facilitating the lawful wager of real money on the individual performance of various players in team matches on Counter-Strike: Global Offensive (CS:GO) and League of Legends. After months of deprivation related to the COVID-19 ban of live sports, wagering enthusiasts will now have a new and exciting opportunity to place skill-based wagers on the talent of Esports champions in their favorite video games.

Bailey Glasser attorneys worked closely with Clout's developers to ensure the application's compliance with the complex web of state and federal regulations that govern Daily Fantasy Sports (DFS) applications in the United States.

The Clout Fantasy Platform is a gaming variation on the typical DFS[1] platform model offering video game fans a way to create group contests to compete with other users in total points categories, based on a numerical combination of predictions. Each user makes a series of predictive selections by providing answers to several questions pertaining to outcomes of various Gaming matches between professional teams.

The matches are broadcast through streaming services such as Twitch.[2] At the conclusion of the match, each user is allocated a certain number of points for each correct answer. The user with the greatest number of points is determined to be the winner and awarded a monetary prize based on the amount wagered.

CLOUT FANTASY LAUNCHES ESPORTS PLAYER TO PLAYER WAGERING APPLICATION FOR COUNTER-STRIKE: GLOBAL OFFENSIVE AND LEAGUE OF LEGENDS

The Clout Fantasy Platform will focus on two popular games: Counter-Strike: Global Offensive (CS: GO) and League of Legends. The Clout Fantasy Platform will give users an opportunity to answer a series of questions – typically 5 in number – that quantify how certain players on each team will compare with their counterpart on the opposing team.

At the conclusion of the match, the users with the greatest number of points are paid a cash prize based on their wager amount and their ranking in the overall competition among users. The unique combination of multi-select and individual stats questions in the Clout Fantasy Application blends together a distinct variety of user skills and is designed to encourage the virtually endless development of user skills within the application. This in turn leads to a very high level of play, deep user engagement, and highly competitive matches among the most skilled players. Look for this application to change the game in Esports skill-based wagering and competition. If your company is looking to develop an Esports or DFS spin-off, reach out to Bailey Glasser attorneys for comprehensive legal and compliance counsel, to ensure you stay ahead of the game.

[1] DFS is \$3 billion dollar industry generating roughly \$330 million dollars in revenue. See New York State Gaming Commission, *2017 Interactive Fantasy Sports Report*, last accessed Nov. 29, 2018 (compiling data from sixteen registered DFS platforms with approximately 1.5 million registered users). [2] Twitch is a video live streaming service operated by Twitch Interactive, a subsidiary of Amazon. Introduced in June 2011 as a spin-off of the general-interest streaming platform, Justin.tv, the site primarily focuses on video game live streaming, including broadcasts of Esports competitions, in addition to music broadcasts, creative content, and more recently, “in real life” streams. Content on the site can be viewed either live or via video on demand.

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