



CHALLENGER

Play. Win. Get Paid.

PRESS KIT 2021

WHAT IS CHALLENGER?

Challenger delivers skill based cash contests to the average gamer without radically changing how, when and where they play.

- On demand
- Approachable
- Inclusive

Mission To create a secure and trustworthy environment for gamers of all skill levels to compete for real money against each other in eSports.



ABOUT **CHALLENGER**

CHALLENGER was co-founded in 2018 in San Diego, California by Chris Andres and Chris Slovak with the goal of creating a unique on-demand approach for video gamers to **compete for cash** on major game titles.

With the goal in focus, **CHALLENGER** is now the first real-time in-game contest platform for the average player, that offers a simple experience to enhance how players already game, while giving them access to cash-based play.

CHALLENGER automates the tracking and payouts on a transparent and legal platform **using artificial intelligence.**



WHY WE ARE DIFFERENT

There are over 1 billion gamers worldwide with 145 million being over the age of 18 and living in North America. Gamers have **limited options** when it comes to competitive eSports that offer monetary rewards. To participate in most tournaments' gamers must be in the top 0.5% to even come close to a payout.

With Challenger there is **no** more digital asset trading, **no** time based tournaments, and **no** waiting for a scheduled 1v1 match. Challenger users can play the games they love **when they want** without radically changing their experience while having a chance to win cash, all in public matches with the friends they already play with.

The approach to data collection and real-time play sets it apart from competition by allowing flexibility to users while collecting difficult if not unavailable data sets to unlock new business models outside of peer-to-peer gaming for both gamers and the industry.



MEET THE FOUNDERS

The minds behind Challenger.

Chris Slovak
CEO



Chris Slovak serves as the Chief Executive Officer and co-founder of Challenger. Prior to Challenger, Slovak has over 10 years of experience with online advertising at Yahoo! and Hookit.com. He is a proud University of Colorado Boulder alumnus.

His expertise and background lie in search and display networks & exchanges, display advertising, website architecture and social network development.

Chris Andres
COO



Chris Andres, a former professional eSport competitor, serves as the Chief Operating Officer and co-founder of Challenger. He is a business operations and strategy leader with over 10 years of experience establishing, growing, and optimizing teams that produce exceptional results. He is an alumnus of San Diego State University.

Before Challenger, he was founder and CEO of Upbuilt LLC, creating online games for syndication, reaching over a million daily users.

How They Met

Chris Slovak and Chris Andres spent 8 years supporting the creation, growth and global scaling of Tealium (Tealium.com) as key executives. Tealium reached 'unicorn' status in Feb 2021 valued at \$1.3B.

FACT SHEET

WHAT WE DO

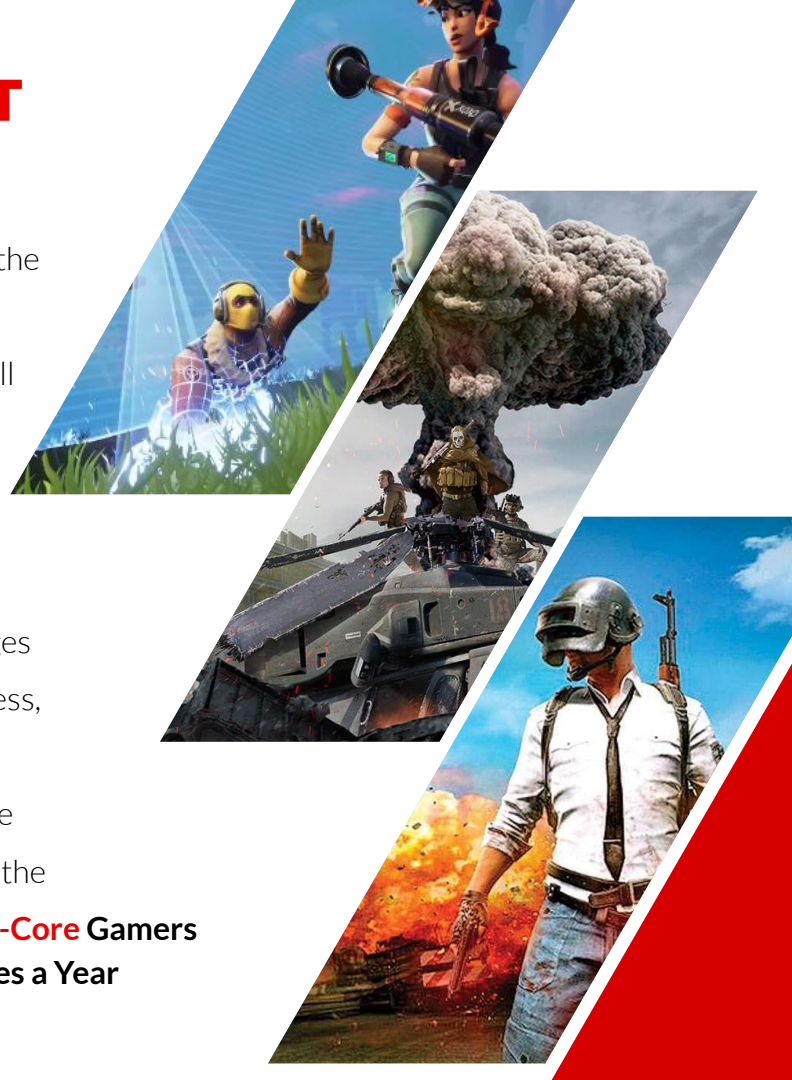
Customers download and install the Challenger application. Once loaded the gamer can select their favorite game, select a contest type and set their challenge (wager). In game Challenger's proprietary notification engine will notify the user of other matched players, wins/losses and other real-time contest updates.

HOW WE DO IT

Once installed the application sends a mixture of system information, images and video streams to the Challenger service. Using a patent pending process, and mixture of deep learning and machine learning algorithms extract key game play details from the data, matching gamer to gamer, creating in game skill based 1v1 contests, reconciling wins and losses and notifying users of the contest results.



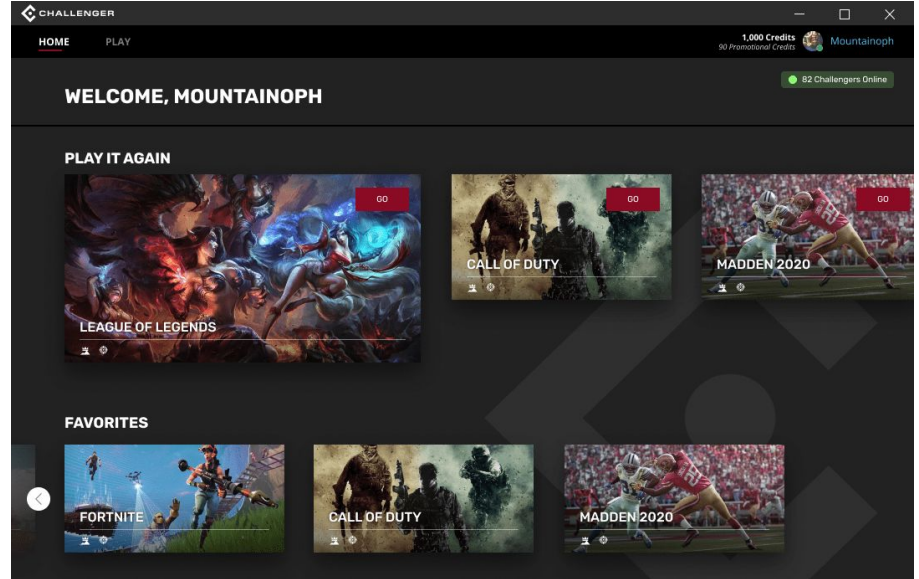
Challenger Targets Casual-Core Gamers
Playing 19+ Billion Matches a Year
Initial focus market USA



- Web Based User Portal
- Windows Desktop Application (*Featured*)
- In Game Proprietary Notification System
- Secure Payment Engine

OUR PLATFORM

CHALLENGER is launching for PC users and will soon roll out to XBOX and PlayStation users.





CHALLENGER IN 2021

Accolades and Programs

- Raised ~\$1m in Angel funding
 - From technology and finance industry leaders
- Awarded Connect 2021 Cool Company
 - <https://connect.org/company/challenger-interactive/>
- Awarded Google Cloud for Startups Grant
- Silicon Valley Bank Start Up Program
- Morrison Forrest Start Up Program

Cool Companies have raised **\$650M** in
Series Seed and A

www.connect.org/cool-companies



Logos



Downloadable Assets can be found at www.PlayChallenger.com/Press



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 twitch.tv/playchallenger

 challenger-interactive

GO
SOCIAL



CHALLENGER

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