



UBISOFT ANNOUNCES SIX MASTERS 2020 WITH A \$50,000 PRIZE POOL

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SYDNEY, Australia – April 23 2020 – Today, Ubisoft, in partnership with ESL Australia, announced the return of the Six Masters, the first stage in the premier Rainbow Six Siege tournament of the Oceanic region, which will run in an online format for 2020.

Six Masters 2020 will include the following teams, including LFO who will make their Six Masters debut after defeating Yura in the Open Qualifiers last weekend:

Elevate
TBD
Wildcard
Team SiNister
Pittsburgh Knights
Fury
Kanga Esports
LFO

The Six Masters will officially kick off April 28 & 29, with teams competing every Tuesday and Wednesday evening from 7:00PM AEST in a single round-robin bracket and best-of-two matches (with overtime) across 14 playdays.

The top four teams with the most points by the end of the online league will then battle it out online in a double-elimination bracket, for the Six Masters 2020 title. This will take place on July 4-5 and the \$50,000 (AUD) prize pool will be split as per below:

1st: \$15,000
2nd: \$11,000
3rd: \$8,000
4th: \$6,000
5th: \$4,000
6th: \$3,000
7th: \$2,000
8th: \$1,000

The Six Masters 2020 marks the start of the transition into the new regional esports system that was announced at the Six Invitational 2020 in February, with more information as to how this will fit within the global format to be shared at a later date.

The entire tournament will be livestreamed on the main Rainbow 6 Esports Twitch and YouTube channels.

To view the Six Masters tournament details please visit the official ESL Six Masters page.

For more information about the Six Masters 2020 please visit the official Ubisoft website and follow Rainbow 6 at twitter.com/rainbow6anz.

About ESL

ESL is the world's largest esports company. Founded in 2000, ESL has been shaping the industry across the most popular video games with numerous online and offline esports competitions. The company operates high profile, branded international leagues and tournaments under the ESL Pro Tour including ESL One, Intel® Extreme Masters, ESL Pro League, and other premier stadium-size tournaments, to more clearly define the path from zero to hero. ESL also produces the ESL National Championships, grassroots amateur cups, and matchmaking systems, creating a world where everybody can be somebody. With offices all over the world, ESL is leading esports innovation on a global scale through the combination of global ESL competitions, amateur leagues, publisher activations, and more. ESL is a part of MTG, the leading international digital entertainment group.
about.eslgaming.com

About Tom Clancy's Rainbow Six Siege

Alongside a thriving professional esports scene and a community of over 55 million registered players, Tom Clancy's Rainbow Six Siege puts players in the middle of a fast-paced, ever-evolving multiplayer experience grounded in the selection of unique Operators. Using the right mix of tactics and destruction, Rainbow Six teams engage their enemies in sieges, where both sides have exclusive skills and gadgets at their disposal. Defenders prepare by transforming the environments around them into modern strongholds, while attackers use recon drones to gain intel for carefully planning their assault. With access to dozens of Operators inspired by real world counter-intelligence agents from around the globe, players can choose exactly how they want to approach each challenge they encounter. Through the constant addition of new Operators and maps that add to the depth of both strategy and combat, the unpredictability of each round of Rainbow Six Siege sets a new bar for intensity and competition in gaming.

About Ubisoft

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin's Creed, Just Dance, Tom Clancy's video game series, Rayman, Far Cry and Watch Dogs. The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For the 2018-19 fiscal year Ubisoft generated Net Bookings of €2,029 million. To learn more, please visit www.ubisoft.com.

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