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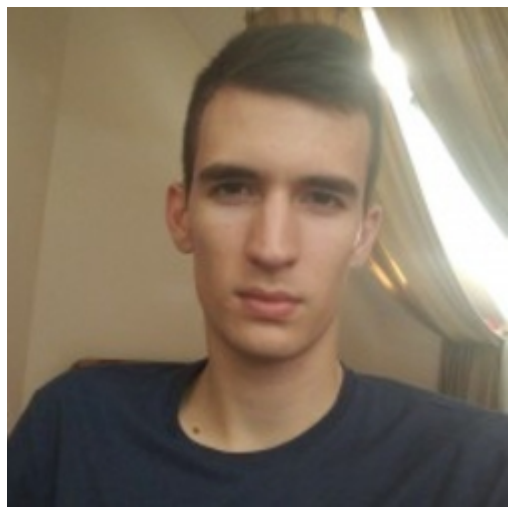
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## Why do Rocket League play TV with eyes?



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**We have learned many new things from game developers and supporters!**

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Rocket League appeared in Playstation Plus's offer in July 2015, and we've also reported that this [month will be two years old](#) . In two years, the current generation has become a pioneer in a successful e-sport game. The game itself is available to many, as there are no violent events and, of course, not really complex, so that with minimal understanding everyone can become proficient with the right amount of exercise.

## But why so successful? Why did the players like this title?

The Rocket League is easy to watch because it's like a soccer match, but there are no players here, but cars. Easy to learn and track basics: **Blue Cars, Red Cars, An Exaggerated Bullet that must be placed in the door to one side of the track** . But, of course, not all, Psyonix is trying to bring in a number of other sports in the game, so we can basket or ice-skate ourselves. Of course, there are opportunities near to sports games that are not comparable to any of them, so there are really extreme ways to spend time. But in a competitive way, it provides plenty of gameplay for players.

The game will debut at the **Gfinity Elite Series** in London, and NBC's television service provider and **FACEIT** also announced a partnership with **Psyonix** developers to create the first e-sports TV network that focuses on this game.

### Gfinity Challenger Series: Rocket League



At the time the agreement was reached, **Michele Attisani** , the **co-founder and managing director** of FACEIT, told esports-pro: "**There are many reasons** to choose Rocket League:

"First of all, the Rocket League community. It is extremely strong and very passionate and this is one of the most important factors for us when we decide to invest in a game or work with the publisher of the game. We felt that there was a huge demand for its more competitive attribute. We believe we can expect huge demand after competing features and competitors around the tournaments, so it's very similar to us originally from Counter-Strike, starting with the community, starting with the local level. And of course we've been doing this very well now, working with NBC. "

The esports-pro team was able to talk not only with FACEIT, but with **Josh Watson** , who is **responsible for** Psyonix's **e-sports** .

"There are incredibly loyal and passionate fans and tournament organizers around the world. Today, there are dozens of community event organizers who organize hundreds of events each year online and offline! Thanks to this success, the first official e-sport contest was the Rocket

League Championship Series, which we have been organizing together with Twitch since then. More than 20 competitors worldwide are involved in three regions. We're doing twice a year for three months, and we're giving **\$ 600,000 a prize** for that tournament! "

In the first year, Psyonix held two seasons, one open qualifier, **attracting more than 6,000 teams**, and all of them eagerly hoped to qualify for the Main Event. This series of events **attracted over 10 million viewers to the screens !**

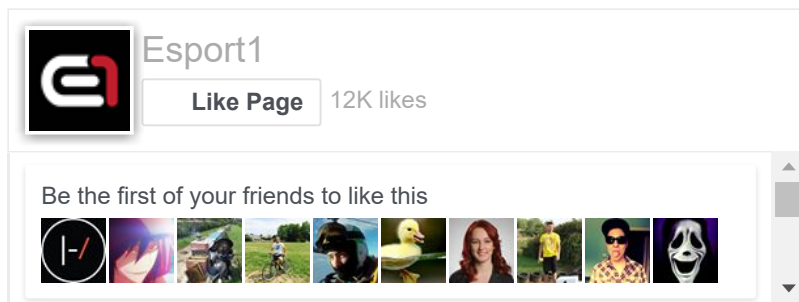
The Rocket League is often not mentioned on the same level as the **Counter Strike: Global Offensive** -t, the **League of Legends** eth or **Dota 2** cent, but still attracts enormous attention and investment. Psyonix itself announced that it will **invest \$ 2.5 million in the Rocket League's competitive ecosystem** at the beginning of 2017 .

The advantage of the Rocket League is that it does not require any explanation for a FPS or MOBA game. If you want to know who will win the Rocket League match, just **look at the top of the screen and look at the scores !** First of all, this is the ease with which the game can be watched by traditional sports fans, so it naturally fits in to vigorously promote television events.

"We have been working with some very large media and TV companies for a long time, and we are looking for titles that are potentially understandable and disseminated both on traditional and digital platforms and on television to attract TV viewers. Rocket League is a very good game in this respect because it is very easy to understand and follow the action. He has a familiar mechanics. Anyone who knows football needs no presentation for them. That's why we decided to work with them and make a great relationship with Psyonix, the Rocket League developers. They are very eager to support us and all our initiatives. That's why we have collected these items because we believed that the Rocket League is certainly a very interesting area to invest in, "Attisani added.

Rocket League has a long way to go for mainstream acceptance, but after two years it feels that it is on the right track.

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