

## Intel World Open

### Esports Tournament Ahead of the Olympic Games Tokyo 2020 Features 'Street Fighter V' and 'Rocket League'

Intel, a leader in gaming technology, announced the Intel World Open tournament that will take place in Tokyo ahead of the Olympic Summer Games next year to showcase the excitement and influence of esports.

Intel will host the Intel World Open in the lead up to the Olympic Games Tokyo 2020, featuring [Capcom's "Street Fighter V"](#) and [Psyonix's "Rocket League."](#)

Intel will power all of the live Intel World Open events with the [Intel® Core™ i7 gaming processor](#), as well as the PCs used in the broadcasts and complete backend infrastructure.

The Intel World Open builds on the first esports experience delivered at [Intel® Extreme Masters PyeongChang](#) ahead of the 2018 Olympic Winter Games.

### The Road to Tokyo 2020

**About the Tournament:** The Intel World Open will kick off with online qualifiers in early 2020, where any player at any level can compete for a chance to join their national team. A live qualifier event in Katowice, Poland, in June will determine which teams will advance to the championship esports tournament in Tokyo from July 22-24, leading into the Tokyo 2020 Olympic Games.

**Final Event in Tokyo:** The live finals in Tokyo will host fans at the Zepp DiverCity venue in the central Olympic Games area. Champions representing their nation will be crowned in two different tournaments featuring leading esports titles, "Street Fighter V" and "Rocket League."

**Prize Pool:** The total prize pool for both esport events is \$500,000:

- \$250,000 total prize pool for "Street Fighter V"
- \$250,000 total prize pool for "Rocket League"

### 'Street Fighter V' Tournament

A force in the fighting genre and esports scene for 32 years, the legendary fighting franchise returns with "Street Fighter™ V." "Street Fighter V" features stunning visuals that depict the next generation of World Warriors in unprecedented detail, while exciting and accessible battle mechanics such as the Variable System, V-Trigger II, and Critical Arts deliver endless fighting fun that both beginners and veterans can enjoy. Published by Capcom, "Street Fighter

V: Arcade Edition” is the featured game for the Capcom Pro Tour 2019 season and Street Fighter League.

## Tournament Structure:

- **National Qualifiers:** Twelve countries are pre-selected to form national teams. The national qualifiers will begin in March and determine each country’s four best players who will come together and form the national team of that country. The national qualifiers will last four to eight weeks, and there will be no limit on the number of participants. Once the final national teams form, they advance to Poland in June for the semifinals.
- **Regional Qualifiers:** Players outside of the 12 pre-selected national team countries can participate through the regional qualifier process that will take place between March and May. Eight teams will advance to the semifinals in Poland through the regional qualifier process.
- **Live Qualifier in Katowice, Poland:** The final qualifier will be in June in Katowice, Poland, and feature four days of team events. Twenty teams will compete in a group stage qualifier to determine the strongest team from the Americas, EEMEA and APEC regions. The final seven teams will join the Japanese team in the finals in Japan.
- **Tokyo Final Event:** The main event takes place in July 22-24, 2020, at the Zepp DiverCity venue where qualifying teams will participate in a two-day winner-take-all tournament. The overall winners will claim the majority share of the \$250,000 prize pool.
- **Additional Details:** Further information on the tournament will be announced in October.

## ‘Rocket League’ Tournament:

Developed by Epic Games’ San Diego-based studio, Psyonix, “Rocket League” is a high-powered hybrid of arcade-style soccer and vehicular mayhem with easy-to-understand controls and fluid, physics-driven competition. In 2016, Psyonix formed the Rocket League Championship Series (RLCS), the premier competitive league for the sport, which will begin its eighth season in October. The Rocket League Intel World Open will feature 3v3 competitions in Psyonix’s signature game mode, “Soccar.”

## Tournament Structure:

- **Online Qualifiers:** Beginning early 2020, qualifiers will determine the 16 best teams from the most competitive countries in the world. Multiple national teams will compete across many weeks to outplay their compatriots to earn the honor of representing their country, while also earning a guaranteed spot in the live qualifiers in Katowice, Poland.

- **Live Qualifier in Katowice, Poland:** To be held Live in June, featuring 16 teams across four days of competition in a group stage qualifier that will determine which seven teams will join host nation, Japan, at the Live Final in Tokyo.
- **Tokyo Final Event:** To be held Live, July 22-24, at the Zepp DiverCity Tokyo, for a two-day \$250,000 prize pool and the prestige that comes with representing the players' country as the best in the sport.

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**Intel Olympics Press Release:** <https://intel.ly/2lHDKiW>

**Intel World Open Website:** [www.intelworldopen.gg](http://www.intelworldopen.gg)

**Assets:** <https://intel.ly/2lHDKiW>

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