



**SILENTGAMING**

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# GGWP!

SILENTGAMING closes it's doors for Esports teams.

*Aarwangen, June 8th 2020*

Originally founded in 2006 as a group of friends, revived multiple times, decided to go professional in 2016. **Now it's time to close this chapter.** But when a chapter ends, another one begins.

Within the vast changing world of Esports, organisations need to adapt and follow their trends. With our decision to aim for the stars a few years ago, we've adapted our association with success. We've achieved countless victories, exposed our name in endless articles and made a huge impact within the Swiss Esport scene. Behind all this was a management and staff crew, which put in an incredible amount of passion and hours of work. Since the beginning of this, we've never had a big budget, full / part time workers or external investors. Instead we went for a different path. New ideas, clever decisions in our team management and a group of friends gave us the ability to compete with the best for years.

This gap in resources and financial possibilities has since expanded and today we're at the most difficult stage we've ever been.

Our management has had some major losses, **our partnership with Quickline will end** this summer and **most of our teams disbanded or will do so.** All these changes led us to the heartbreaking decision we've made today: This is the end of the chapter for SILENTGAMING professional teams.



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At the start of 2019 we've had a blast, even when we started **without the support of our former sponsor HyperX**. We just announced our **new SILENT.RADIO project**, our teams competed for titles within the SESL, the Swisscom Hero League and with Quickline we've had a strong partner to back us. SILENTGAMING was a family and players involved were happy to be a part of this project. Towards the **end of the year our management broke in half**, two members decided to leave, but we were still very motivated and thrilled for the year 2020.

With the news about **Quickline discontinuing our partnership** due to the fact, they would like to support more local scenes, we knew it would be a hard time finding someone new. A big bummer but we went on and did our best to look out for a new partner.

With the **dismissal of another management member** during the past few weeks, we sat together to reflect our position and goals. We were **unable to acquire a new main sponsor**, we've lost a lot of teams – everything around us evolved. Change after change were coming in and there wasn't a lot of time to adapt.

SILENTGAMING is in a strange position, on one hand we've been competing with the best for a couple of years now, on the other hand we still haven't managed to get bigger and evolve. That is a pure financial sight, which has a big impact if you want to compete among the best organizations in Switzerland. **We're too big to just downgrade, but too small to continue**, which is frustrating compared to the evolution and work our management and staff crew went through.

With the remaining budget we would be able continue to support our teams until the first quarter of 2021 but as we reflected our position and goals, we realized that we have to go another way to keep growing as an organization, but also to stay motivated to put in work and passion into the Swiss Esports scene. Various reasons led us to this decision which we would like to address openly in a broadcast, where each individual has the possibility to give a voice, to the "behind the curtain" of SILENTGAMING.



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## The future of our Players

With this we will **discontinue the support of new teams**. We will not acquire new teams or players. We've had a talk with our remaining teams and gave them the option to either leave the organisation immediately, or stay at SILENTGAMING with limited support until the end of the year.

This ensures everyone will be able to look out for new organisations to support them. The least thing we want, is to drop our players immediately and leave them without any support. **We're thankful towards all the players** who supported SILENTGAMING and stayed professional during their time with us. You were the reason we did this and we wish them all the best. If any organisation is looking out for them, we're happy to give you our feedback.

## The future of SILENTGAMING

During the upcoming summer break, we will stick our heads together and rework SILENTGAMING and its projects. Our association will continue to exist and we will put our focus towards our community and their members, which reflect our core and heart. That's what SILENTGAMING is built upon. **We will continue to follow our main goal**: Bring Swiss Esports forward, but in a different way without professional teams. The question *How* is currently being discussed. We've got some ideas but nothing is certain at this point.



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## Last words

We're extremely sad and heartbroken to announce our decision. A big *sorry* goes out to all our fans and supporters. We hope you'll understand us in this decision and continue to support SILENTGAMING. We're very thankful to have you and we've always appreciated your support.

Since this is kind of an unexpected move, we would like to make a broadcast, as already mentioned, where we'll talk about everything SILENTGAMING related and address the reasons for our decision in detail. We'll try to be as open as possible and answer all your questions.

This stream will happen on the **15th June at 19:00** live on <https://twitch.tv/silentgamingtv>

Another **big thank you goes out to our sponsors and partners** which have continuously supported us. To call them by name: InSmoke and Quickline. Your support made this possible and we're happy to have had the opportunity to work with you.

**The biggest of all thank you goes out to our staff members.** Without any special position and no compensations you've supported and worked for SILENTGAMING. The amount of appreciation we have for you is beyond anything else. You were the pillar of this journey and we hope to have you on board for the future. It was a blast to work with every single one of you. **THANK YOU!**

We've reached the end, but it also means a new beginning and we're sure we'll all stay around in the scene in various positions. Hopefully we'll all see each other soon again

**- GGWP!**

### SILENTGAMING Management

Pascal Burri

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Nhat Ha Dao



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