

Declaration of Conflicts of Interest

My Name: Tomi Kovanen

My Date of Birth: January 16, 1988

Team Name: MIBR

Team Formation Date: June 23, 2018

This is an exhaustive list of the conflicts of interest and business entanglements I have with players and teams that I expect to compete against in professional tournaments. Business entanglement include, but are not limited to, shared management, shared ownership of entities, licensing, and loans. I understand that failure to report my conflicts of interest may result in my disqualification from events and/or forfeiture of proceeds.

Number of Pages Attached: 2

Signature:



Date: April 17, 2020

Other party: ENCE

Nature of conflict: IGC SVP Finance and Business Development Tomi Kovanen, who is among the senior leadership of the company overseeing the MIBR brand, is also a minority shareholder in ENCE, who were qualified for ESL One Rio de Janeiro and now compete in the RMR qualification system in Europe.

Other party: YeaH Gaming

Nature of conflict: MIBR parent company IGC has an agreement with YeaH. In exchange for a set annual fee payable regardless of actual roster changes, IGC has an option to buy out at most 2 players from YeaH Gaming's roster in a calendar year at an agreed upon price.

Other party: BLAST Premier and its partner teams (Natus Vincere, Astralis, Liquid, FaZe, Vitality, NiP, 100 Thieves, OG, G2, Evil Geniuses, Complexity)

Nature of conflict: IGC (MIBR's parent company) has a broad agreement for participation in BLAST Premier together with many other teams that are competing in various RMR regions to qualify for the Major. Given the nature of revenue share within teams party to the deal, a case could be made that everyone in BLAST Premier doing well benefits the other teams indirectly through more spectator interest and thus better monetization, which may or may not flow down to the teams.

Other party: Flashpoint, its founding teams (Cloud9, Dignitas, Gen.G, Envy, cOntact Gaming, FunPlus Phoenix, MAD Lions), and operating partner FACEIT

Nature of conflict: MIBR's parent company IGC is a shareholder and a founding partner in Flashpoint together with various other teams and operating partner FACEIT. Given business relationship, an argument could be made that every team involved being successful could positively impact the other teams' business through higher monetization of Flashpoint, which then directly impacts revenue share and thus commercial success/viability of the participants.

Other party: Gamers Club and the leagues and tournaments it operates (e.g., CLUTCH, Gamers Club Masters, et al.)

Nature of conflict: MIBR's parent company IGC is the owner of Gamers Club, Latin America's largest matchmaking platform for CS:GO. Gamers Club operates various leagues and tournaments where other RMR participants may be participating in. In addition, Gamers Club and its affiliates may or may not be applying to host other RMR events as qualification tournaments for Latin America.

Other party: League Championship Series ("LCS") and its franchise owners with CS:GO teams; Overwatch League ("OWL") and its franchise owners with CS:GO teams; Call of Duty League ("CDL") and its franchise owners with CS:GO teams; Rainbow 6 ("R6") and its other partner teams with Ubisoft; Other similar arrangements in other games in the ecosystem with teams who may or may not have teams in CS:GO and may or may not compete in the RMR qualification system.

Nature of conflict: MIBR's parent company IGC owns and operates teams in various other games beyond CS:GO with agreements somewhat similar to those for Flashpoint or BLAST Premier, where other Valve Major and/or RMR qualification system participants also hold teams. Some of these business relationships could be construed as a potential conflict.

Other party: BOOM Esports

Nature of conflict: Former MIBR player felps remains under contract with IGC and is currently on a long-term loan to Singaporean esports organization BOOM, whose CS:GO is likely to be participating in the RMR qualification process.