

The Belgian ESWC Qualifier



ELECTRONIC SPORTS
WORLD CUP

The history

The Electronic Sports World Cup (ESWC) is one of the largest gaming tournaments in the world with participants from over 70 countries battling it out for over 400,000 dollars in prize money. The ESWC has established itself as a pioneer in the gaming community and the finals of this unofficial World Cup draw massive crowds. The grand finals in Paris 2007 drew over 30,000 gaming lovers to the stages in Bercy. The competition started in 2000 and the ESWC has grown from then onwards to the large gaming organization it is today. Besides hosting the global finals each year, the ESWC committee has started the ESWC Masters project where several locations around the world will have their own, ESWC-style, gaming tournament. The first stops included an ESWC Masters in Paris, Bercy and the ESWC Master of Athens.

The National Strategic Partner (NSP) for each country has the obligation to run a qualifier for the grand finals following some very strict rules. The winners of those qualifiers will receive an all expense paid trip to the grand finals, where they can compete with the best players in the world. For Belgium, the NSP and license holder for ESWC is Gamevibes BVBA.

The setup

The Belgian ESWC Qualifier was organized during the first day of the Antwerp eSports Festival in cooperation with LowLandLions and Wsquared. The Belgian committee decided to send participants for Counter-Strike 1.6 (5 players + 1 coach), Quake III (1 player) and Trackmania Nations (2 players). Also joining them were two representatives for the NSP.

Event Partners



Date	25 July 2008
Location	Hilton Hotel Antwerp (Belle Epoque)
Prizes	All expenses paid trip to the Grand Finals in San Jose, California

Impressions

The 2008 ESWC Belgium Qualifier website



Several impressions of the 2006 grand finals setup in Bercy



The crowd during the 2007 finals



Some impressions of the 2008 grand finals

