**TGS Esports acquires Pepper Esports, signing the letter of intent (LoI).**

TGS Esports signed an LoI for the deal of acquiring the Pepper Esports. With the acquisition, the executive team of Pepper Esports transitions over, becoming the executives of TGS Esports. Pepper Esports also acquires rights to appoint a nominee for the Board of Directors of TGS. On the other hand, TGS acquires all the security assets of Pepper Esports by the manner of a combination of three corners.

**Pepper Esports:**

Pepper Esports is a leading platform for the Esports sector providing several advanced platforms for the creation and management of the players’ communities, and that of the sponsors, spectators, and organizers too, all at a single place. Pepper Esports also worked as a venue operator and an event organizer for the past 2 years, developing a wide collection of several advanced tools for the management of the Esports communities, running top Esports events, and operating the gaming venues.

Pepper Esports has an array of several advanced technologies, the most crucial one is an AI engine (patent filing left) that enhances the gameplay experiences capturing the game data for ensuring an exclusive tournament experience extending beyond live experiences. This also includes features that are high on demand like leaderboards accessibility on a global level, profiles of the players, statistics, and discoveries of new tournaments and digitalized wallets.

**TGS Esports Inc.:**

Myesports comes under TGS Esports. In 2018, in Vancouver, Columbia, Myesports was created, and it is an organization in Esports that provides and hosts events, leagues, and tournaments in the esports sector. It organizes them in both beginners and professional levels. It hosts regular tournaments online too and ensures broadcast productions of high quality for the events.

**More highlights:**

There is an expectation from the acquisition to ensure diverse and unique revenue streams online with features included for processing of the payments, data monetization, and the subscription revenues’ recurring.

Also, the joined companies are expected to exhibit an ability of user acquisition from across the globe through several types of tournaments.

This acquisition will also ensure adding a team with enhanced and combined experiences for ensuring the growth of the companies in the markets.

CEO of TGS Esports, Spiro Khouri stated that with the acquisition, they would no longer have to send their players to other platforms of third parties for the online events and will not have to miss the key revenues anymore, as they can now keep the players in the native ecosystem and simultaneously generate revenues from the Pepper platform. With the acquisition, there is an assurance of getting a new and a crucial technology platform, and will eventually ensure scalability, global accessibility, and defensibility for TGS.

CEO of Pepper Esports, Guy Halford Thompson stated that with this acquisition, there will be a paced up tracking for scaling the Pepper platform and leveraging the TGS team’s customers and experts. He added that with this there is a hope of pacing up the revenue generation and growth for TGS with the complete launch of the Pepper platform.

Also, the deal worth 6 million USD, and its agreement is to get finalized by 30th October 2020.