



PROJECTSEA

SEASON 3

Sponsorship Proposal





ABOUT US



Eternal Return ProjectSEA was created by passionate members of the community who originally managed Indonesia's Eternal Return community tournaments. As requests from the Southeast Asia (SEA) community for regional tournaments grew, our team collaborated to bring the first-ever ProjectSEA tournament to life.

Our mission is to unite and grow the SEA Eternal Return community by delivering high-quality and inclusive esports experiences. We are dedicated to fostering a competitive environment where players from across the region can connect, compete, and showcase their skills.

OI



TOURNAMENT DETAILS



PROJECTSEA SEASON 3



QUALIFIERS

16 Teams will be divided into 2 lobbies, previous finalists will be seeded



FINALS

Top 4 teams from each qualifier lobby will proceed to the finals

FEBRUARY 2025

Mon	Tue	Wed	Thu	Fri	Sat	Sun
						2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		



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TRACK RECORD



PROJECTSEA SEASON I

Qualifiers
June 29th

Finals
June 30th

Streaming on
casbux_
Miraibellee





PROJECTSEA SEASON 2

**PROJECT
SEA
SEASON 2**

QUALIFIERS
Oct 19th 2024

WILDCARD
Oct 20th 2024

FINALS
Oct 26th 2024

STREAMING ON
[TWITCH.TV/GASBUX_](https://twitch.tv/gasbux_)



PREVIOUS PARTICIPATING TEAMS

SEASON I

Registered Teams
16 Teams

kanziebub.github.io/ProjectSEA/season/o1/teams.html

SEASON 2

Registered Teams
24 Teams

kanziebub.github.io/ProjectSEA/season/o2/teams.html

PARTICIPATING COUNTRIES

Southeast Asia - Indonesia, Malaysia, Philippines, Singapore, Thailand, Vietnam
Oceania - Australia

PARTICIPANTS

Season 1 - 55 Players, 16 Teams
Season 2 - 83 Players, 24 Teams
Total Unique Participants: **104 Players**



AUDIENCE REACH SUMMARY

This is the audience reach summary with combined efforts of three streamers, including Nero, Gasbux, and Mono.

Total Average Viewers: **756**

Total Max Viewers: **1644**

Total Unique Viewers: **5177**

NERO

English Stream
twitch.tv/lnerotv

GASBUX

English Stream
twitch.tv/gasbux_

MONO

Thai Stream
twitch.tv/mononosodium





PREVIOUS SPENDING



	SEASON 1	SEASON 2
PRIZE POOL	105 SGD	90 SGD
DESIGN COMMISSION	-	20 SGD
Misc	20 SGD*	-
PERMANENT NP	1500 NP	1500 NP

*For Season 1, extra costs were incurred due to PayPal administrative fees for transferring prize money to international winning teams

- Season 1 prize was in the form of cash
- Season 2 prize was in the form of Steam wallet vouchers to avoid PayPal fees



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COMMUNITY IMPACT

ETERNAL RETURN SEA



COMMUNITY REVIVAL

Revival of Eternal Return SEA
Discord



NEWBIE MENTORSHIP

Finalists of ProjectSEA volunteered
to coach new and returning players

Coach List:

kanziebub.github.io/ProjectSEA/newbie/o1/coach_list.html

Registered Teams:

kanziebub.github.io/ProjectSEA/newbie/o1/teams.html

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SPONSORSHIP PROPOSAL



PROPOSED SPONSORSHIP

FINANCIAL SUPPORT

Covers the prize pool and design commissions for the same amounts as in previous seasons:

- ❖ Prize pool: **200 SGD**
- ❖ Design commissions: **20 SGD**

NP SUPPORT

Permanent NP to add to the prize pool, either:

1. 200 NP for every player who made it into the finals

Total: **4800-6400 NP***

2. **OR** 200 NP for every player who made Top 5 in the finals

Total: **3000-4000 NP***

* depending on the existence of substitute players



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GOALS AND PLANS



HOST TOURNAMENTS CONSISTENTLY



Tournaments play a pivotal role in motivating SEA players, particularly when prizes are involved. To maintain player interest and engagement, we aim to organize seasonal tournaments, once every ranked season. Additionally, we will facilitate sparring opportunities, such as scrims, to help participants prepare and refine their skills ahead of the competition. This structured approach will foster consistent participation and readiness within the community.



GROW THE SOUTHEAST ASIA COMMUNITY



In the previous season, we successfully attracted 24 teams, highlighting the potential for further growth within the SEA player base. Each tournament introduces new participants, and we are witnessing a growing interest in competitive play. To sustain this momentum, we plan to also organize beginner-friendly tournaments and mentorship programs, such as the one ongoing this January, to encourage new players to join. Furthermore, we intend to strengthen community bonds by hosting weekly fun lobbies and scrims. These activities will promote interaction, foster friendships, and encourage players to invite others to join the growing SEA community.



ESTABLISH SOUTHEAST ASIA AS AN ACTIVE REGION



Our long-term objective is to establish SEA as a recognized and active region for the game. During the early access period, SEA players enjoyed low-ping gameplay, but the removal of the Hong Kong server—due to a smaller player base—forced players to migrate to the Korean server. This resulted in significantly higher ping (ranging from 70 to 120 ms, depending on location), which impacted the gaming experience for many. By expanding our player base, we aim to demonstrate to the developers that SEA remains a thriving and active region deserving of dedicated servers and recognition.



THANK YOU

kanziebub@gmail.com
kanziebub.github.io/ProjectSEA/
Discord: kanziebub

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