

DOTA 2



Complex Diverse Beautiful

Dota 2 is a sequel to Dota or Defense of the Ancients, which was a user created map for Warcraft 3. Dota 2 is played with 10 players and pits 5 players on one side versus 5 on the other. Each player controls one hero for the length of the match. The ultimate object of any game of Dota 2 is to destroy the 'Throne' of the opposing team. Dota 2 is a **deep and robust game** with a **steep learning curve**.

CHESS

6 pieces

2 players

Pieces stagnant

Game unchanged for 1500 years

No variation between matches

DOTA 2

111 heroes

10 players

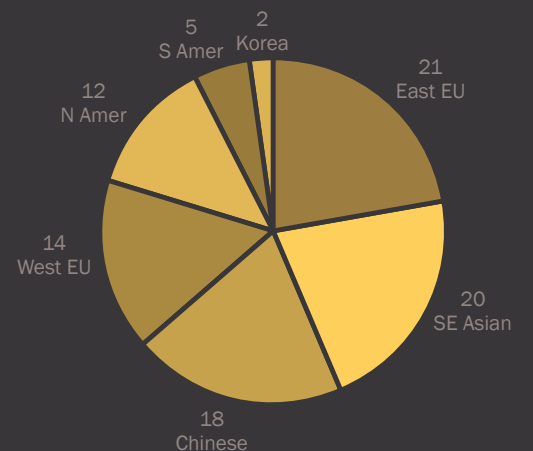
Heroes Grow

Major update every 3 months

Different heroes each match

PRO SCENE

92 noteworthy teams, of which only 12 are North American

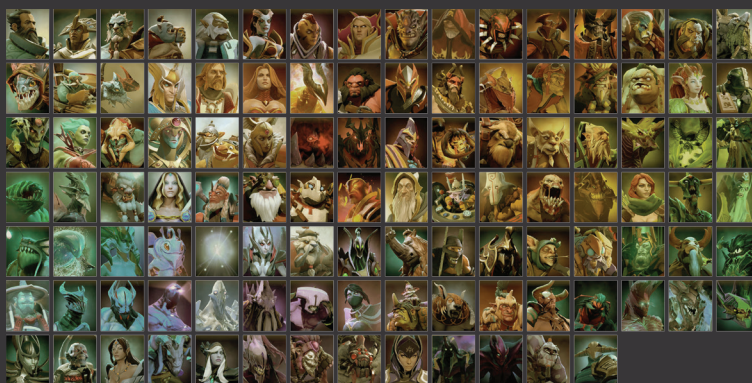


COSMETICS

Dota 2 allows players to create their own in-game content and sell it on the "Steam Workshop". In 2013, Valve announced that a year after its creation, over **1,200** items had been made and **\$10m** in royalties were paid to item creators. 3 years later, there are currently **22,000** community created items listed for Dota 2.

Dota 2 Beta began Sep 23, 2011, with Dota 1 beginning as early as 2003

43 million unique players, ~2.4 million concurrent



There are **111** different playable heroes in Dota 2, each with **4** different abilities, and can be augmented by **141** different items.

THE INTERNATIONAL

Natus Vincere
\$1,000,000



Invictus Gaming
\$1,000,000



The Alliance
\$1,437,190



Newbee
\$5,028,121



Evil Geniuses
\$6,634,661



TI1
2011

TI2
2012

TI3
2013

TI4
2014

TI5
2015

Over the last 3 internationals, **\$27,434,692** of prize pool money has been crowdfunded by fans

The most recent prize pool for the international reached
\$18,429,613

The 2014 International tournament had **20 million** online viewers, reaching 2 million concurrent.

dota2.com
wiki.teamliquid.net/dota2
steamcommunity.com
gamelook.com.cn