Press Release April 30, 2021

WePlay Esports will host the official Russian-language broadcast of Flashpoint Season 3

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*WePlay Esports will host the official Russian-language broadcast of Flashpoint Season 3. Image: WePlay Esports*

**The WePlay Esports media holding company will host the Russian-language broadcast of the Regional Major Rankings CS:GO tournament — Flashpoint Season 3, which will take place from May 10 to 30, 2021.**

Flashpoint Season 3 is a Regional Major Rankings (RMR) tournament organized for European teams. The teams will compete for prize money and RMR points, required to qualify for the biggest Counter-Strike: Global Offensive tournament of the season.

Event participants:

* Team Vitality;
* Ninjas in Pyjamas;
* Heroic;
* BIG;
* Astralis;
* Fnatic:
* G2 Esports;
* FunPlus Phoenix
* OG;
* ex-North;
* FaZe Clan;
* Complexity Gaming;
* mousesports;
* Anonymo Esports;
* Sprout;
* TBA.

Eleven Flashpoint Season 3 participants are invited based on their RMR rating from the 2020 season. Four more teams have joined the competition through qualifiers, and the last one will be identified soon.



*Eugene Shepelev, Lead Esports Manager at WePlay Esports. Photo: WePlay Esports*

*“Flashpoint Season 3 is an important esports event and we are excited to be a part of it. Our talents and studio production teams will make every effort to create a full-blown CS:GO celebration for the CIS audience,”* says **Eugene “Hitras” Shepelev**, Lead Esports Manager at WePlay Esports.

In 2020, the WePlay Esports media holding company organized the RMR tournament WePlay! Clutch Island which stood out thanks to its desert island theme and the AR solutions used. The tournament generated 86 hours of airtime, attracting 145,386 peak viewers.

*#weplay #esports #WePlayCSGO #WePlayFlashpoint*

**Source:** WePlay Esports Press Office

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**About WePlay Esports**

[WePlay Esports](https://weplay.tv/ru) is an esports media holding company with key offices in the USA, China, and Ukraine. The holding company combines the best practices of esports, media, and entertainment fields to provide cutting-edge products and services worldwide.

Since 2012, the WePlay Esports brand is well-known for the high-quality organization and broadcast of online esports tournaments and LAN finals. Besides creating and hosting esports events, the holding company’s expertise lies in developing specialized IT solutions and a proprietary tournament platform, as well as brand integration into esports, and media rights sales.

By harnessing what the public is most passionate about — esports and entertainment — the holding embraces the opportunities and challenges in esports that empower businesses. They thereby evolve with this valuable global audience in the modern esports environment.