

Swisscom Hero League crowns the winners of the second season

Since the beginning, more than 6000 gamers have tested their skills in the Swisscom Hero League. The weekend ended with a grand finale at the HeroFest in Bern in front of fans from all over Switzerland. The winners of the games "Clash Royale", "Hearthstone", "Counter-Strike:Global Offensive" and "League of Legends" have now been announced.

26 professional players from all over Switzerland fought an exciting battle at the Grand Final of the HeroFest at the Bernexpo site. Thousands of spectators were also there on site or tuned in via Swisscom TV & Twitch. Nadine Jaberg, responsible for eSports at Swisscom is delighted: "eSports is exciting. Since the start of our league, over 6000 gamers have joined in and played. We have also managed to establish a 1st and 2nd division - and thus an ongoing league - for all games. The grand finale in front of thousands of fans from all over Switzerland was the crowning moment."

Swisscom also set a new record with 5G. Around 3000 visitors took the opportunity to play games via 5G and experience cloud gaming up close.

Here are the winners

On Friday in the mobile game "Clash Royale", Karan «Senpai Rekt» Rastogi from Geneva won, in "Hearthstone" Karan «Senpai Rekt» Rastogi from Berne won. On Saturday the highlight was the first Grand Final of the tactical shooter "Counter-Strike:Global Offensive". With a score of 2:0, the team "Red Instinct" was able to defeat the team "SILENTGAMING", winning the trophy and 10,000 francs in prize money in front of numerous fans. As in the first season, the teams "SILENTGAMING" and "PostFinance Helix" competed against each other in the eSports classic "League of Legends" on Sunday. After playing for over 1,5 hours, the team "PosFinance Helix" prevailed with a score of 2:0, celebrating its victory on the big stage. "The atmosphere during the finals was overwhelming again this year. I am always impressed by how gaming connects generations and language regions," says Nadine Jaberg.

Gaming worlds on Swisscom TV combine traditional TV and streams

On platforms such as YouTube and Twitch, thousands of people in Switzerland watch live gaming broadcasts from all over the world every day. And since summer, also via the gaming world of Swisscom TV. In addition to TV channels, it also contains live streams from the major streaming platforms, thus bridging the gap between traditional television and Internet streams. The offer has aroused a great deal of interest. In the first two seasons Swisscom recorded nearly 63,000 views.

[Here](#) you can find pictures and video interviews with all finalists/teams that took part in the Swisscom Hero League as well as impressions from the HeroFest.

About Swisscom Hero League

Since 2018, the Swisscom Hero League has been offering a national platform for Swiss professional and casual gamers, which is linked to the international Electronic Sports League (ESL). The Hero League offers three games for professionals and five for amateurs. The Swisscom Hero League qualifiers will be broadcast live on the game streaming network "Twitch" - and at the end of the season there will be a grand finale in front of a live audience. Swisscom's commitment to the gaming sector includes comprehensive media literacy offers, the broadcasting of live eSports on Swisscom TV and the partnership with HeroFest, one of the largest Swiss gaming events. www.swisscom.ch/hero

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