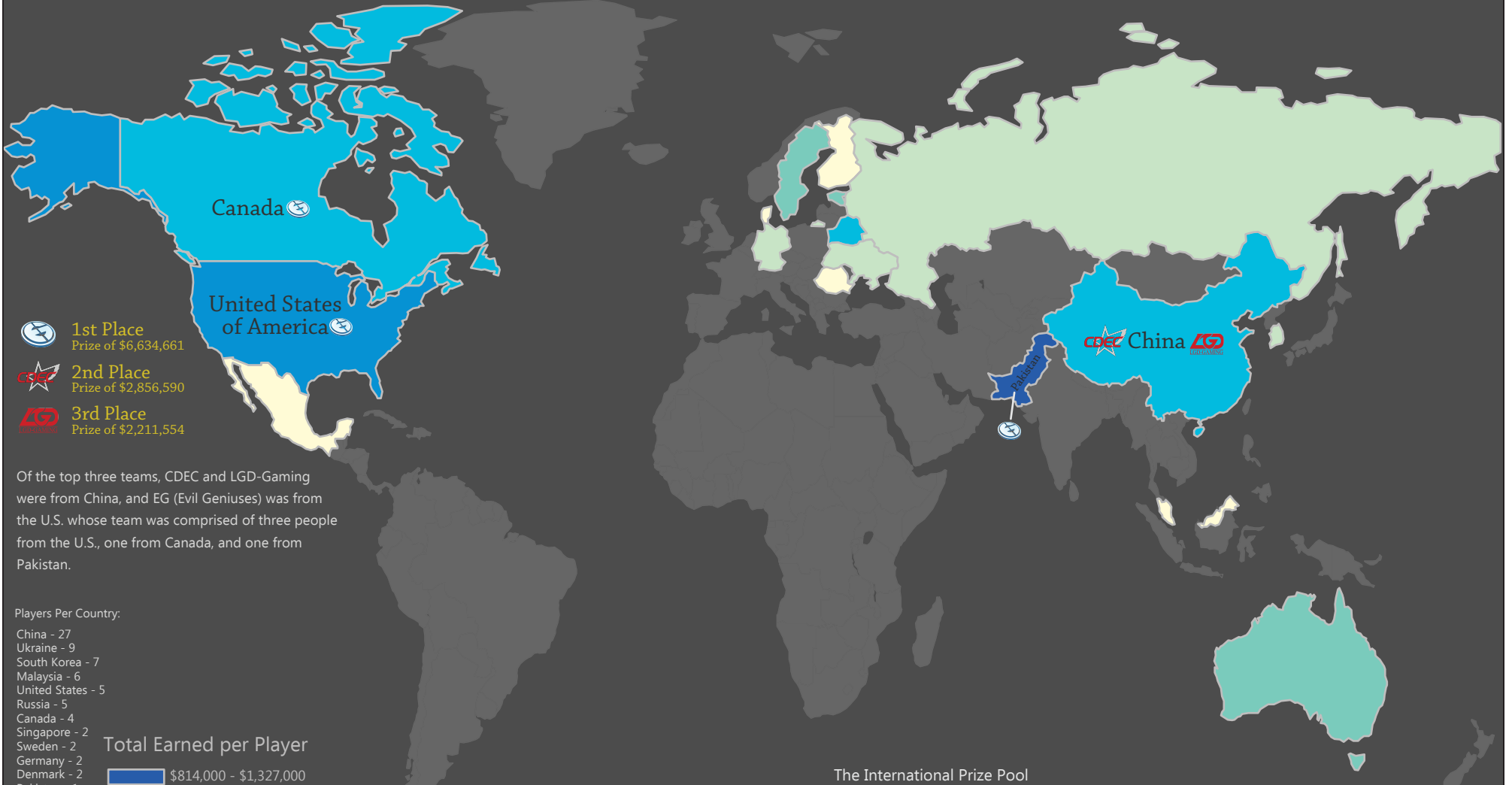




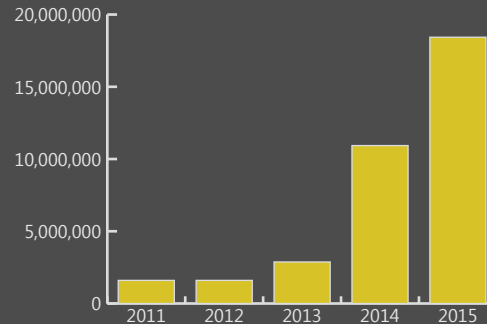
# DOTA 2

## The International 2015 Earnings

DOTA 2 is an online multiplayer game in which two five-player teams aim to destroy the enemy team's "Ancient" building. Each team chooses a "Hero", a playable character, from a pool of 111 Heroes, each with their own unique abilities. The game has been described as something like a mix of soccer and chess in terms of strategy and teamwork



The International Prize Pool



In 2011, The first DOTA 2 International Tournament occurred, bringing the top teams from all over the world. The tournament boasted a \$1,600,000 prize pool, which up until that point was the largest prize pool that of any eSports tournament. Four years later the prize pool has grown to be more than ten times larger with a total prize pool of \$18,429,613. The base prize pool remains \$1,600,000, but through an in-game "Compendium" purchase for the tournament, which grants cosmetic items for the playable in-game "Heroes", a percentage of the money from Compendium purchases are contributed to the total prize pool.

Parameters:  
Map Scale:1:104,000,000  
Quantified By: Natural Breaks

Sources:  
<http://www.naturalearthdata.com/>  
[http://wiki.teamliquid.net/dota2/The\\_International/2015/Rosters](http://wiki.teamliquid.net/dota2/The_International/2015/Rosters)  
<http://dota2.prizetrac.kr/international2015>  
<http://www.esportsearnings.com/>

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