



The law firm for

gaming & e-sports

Oppenhoff

The law firm Oppenhoff

A young Oppenhoff team with a (private) gaming licence advises streaming platforms, publishers, event organisers, sponsors, teams and management and sports agencies on all relevant legal issues in the field of gaming & e-sports.

With over 100 lawyers, Oppenhoff advises in all important areas of commercial and tax law.

News articles on gaming & e-sports (a selection)

- **E-sports and corporate law: structures and investment opportunities** ([to the article](#))
- **Cheating in multiplayer games: the TTDSG as a hurdle for reading out the hardware ID?** ([to the article](#))
- **E-sports – current status of non-profit eligibility** ([to the article](#))

Our experts interviewed amongst others in:

- **E-sports is developing into a billion-dollar business: the tax authorities also participate in the game [E-Sport entwickelt sich zum Milliardengeschäft: Der Fiskus spielt mit]**
Börsen-Zeitung, 04.03.2023, Daniel Gellrich, Martin Brandenburger-Nonnast
- **E-sport events – do technical anti-cheat solutions fail due to the TTDSG and the GDPR? [E-Sport-Veranstaltungen – Scheitern technische Anti-Cheat-Lösungen an TTDSG und DSGVO?]** SpoPrax, 01.10.2022, Issue 10, p. 419, Christian Saßenbach
- **A skilled hand is required when updating games [Bei Updates von Spielen ist Fingerspitzengefühl gefragt]**
FAZ, 20.07.2022, Christian Saßenbach, Malte Menken

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Examples of our advice

Sony in a dispute with consumers over consumer protection rights and in advertising measures for product launches and the drafting of GTCs.

US publisher in the defence against a troll who wanted to access and publish the content of a game under development, including research on the troll and warning notice.

Matchday GmbH, subsidiary of the football magazine “Kicker” and developer of the Bundesliga manager app “Matchday”, in the contractual negotiations on the introduction of and extension to the Saudi Arabian league.

RUSH Entertainment AG on the development of the brand identity, amongst other things during the launch of the modern e-sports entertainment and community platform RUSH.GG.

Publisher on the personal civil and criminal liability of board members in the event of data privacy breaches by employees under German law.

Artist and influencer management, company holdings, on various investments and the drafting of articles of association and investment contracts.

IT start-up on the establishment of a gamification platform.

Kiloo AS, developer and publisher of the gaming app “Subway Surfers”, in a dispute with the consumer advice centre over the protection of minors.

US start-up on the implementation of a business model in the field of in-car entertainment, in particular negotiations with numerous content providers and (potential) customers, on GTCs and on e-commerce compliance, in particular data protection law.



Further information on our range of advice as well as current German legal topics in the field of gaming & e-sports can be found here.
oppenhoff.eu/en/expertises/oppenhoff-added-value/e-sports

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