

April 2, 2025

**BSE Limited**

Phiroze Jeejeebhoy Towers  
Dalal Street,  
Mumbai 400 001

**National Stock Exchange of India Limited**

Exchange Plaza, Plot No. C/1, G Block,  
Bandra - Kurla Complex,  
Bandra (East), Mumbai 400 051

Scrip Code: **500325**

Trading Symbol: **RELIANCE**

Dear Sirs,

**Sub: Media Release**

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Please find attached a media release by RISE Worldwide Limited, a wholly owned subsidiary of the Company, titled “**Reliance to Partner with BLAST for Esports Business in India.**”

This is for information and records.

Thanking you

Yours faithfully,  
For **Reliance Industries Limited**

Savithri Parekh  
Company Secretary and  
Compliance Officer

Copy to:

Luxembourg Stock Exchange  
35A Boulevard Joseph II,  
L-1840 Luxembourg

Singapore Exchange Limited  
4 Shenton Way, #02-01 SGX Centre 2,  
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## **MEDIA RELEASE**

### **Reliance to Partner with BLAST for Esports Business in India**

- **Reliance and BLAST will partner to operate and create market leading IPs in India and bring leading global IPs of BLAST to India for fans, players and brands**
- **BLAST works with the world's biggest game publishers in Epic Games, Valve, Riot Games, KRAFTON and Ubisoft to create leading global esports properties. The JV's ambition is to attract top tier titles and events in the future**

**Mumbai (India), April 02, 2025:** RISE Worldwide Limited ("RISE"), a wholly-owned subsidiary of Reliance Industries Limited ("Reliance"), and BLAST Esports Limited ("BLAST"), a wholly-owned subsidiary of BLAST ApS, today announced an agreement to form a joint venture to conduct esports business in India.

India is the fastest growing gaming market with a massive gamer base of more than ~600 Mn (18% of the total gamers globally). India's gaming market is projected to grow at a CAGR of ~19% to reach US\$ 9.2 Bn by 2029 from US\$ 3.8 Bn in 2024. The global esports market is expected to grow to US\$ 16.7 Bn by 2033 from US\$ 2.8Bn in 2024, exhibiting a CAGR of ~22%. India esports market is in nascent stages and is expected to be a high growth market. The Government of India has officially recognized esports in the country by declaring it as a part of the "multi-sports event" category.

The strategic partnership will help to accelerate this growth by bringing BLAST's globally recognised esports properties and production techniques to India while co-creating new tournament IPs tailored to the fast-growing gaming market.

BLAST is a European-based esports entertainment company and one of the biggest tournament organisers in the world. BLAST works with the world's best game publishers and brands to elevate their properties into world-class esports experiences. These events unite top-tier teams and the biggest stars in the scene as they compete for glory and multi-million dollar prize pools, with arena stops in 2025 set for vibrant cities like London, Singapore, Austin, and Rio. BLAST is known for its unparalleled production quality and game changing fan-first moments. BLAST events are forecasted to generate 2 billion views in 2025, reach global audiences in 150+ territories and broadcast in 30+ languages.

BLAST currently works with leading game publishers such as Epic Games, Valve, Riot Games, KRAFTON and Ubisoft to produce, market and deliver esports for popular titles in Rocket League, Fortnite, Rainbow Six, PUBG, Dota 2 and Counter-Strike 2 - with all titles having a combined active monthly player base of 350+ million. BLAST is best known for its unparalleled production quality and game changing fan-first moments. Bringing together the best teams and biggest superstars to fight it out for glory and multi-million dollar prize pools.

The strategic partnership will form a new JV entity and it will bring together BLAST's esports media production expertise, publisher relationships, wide suite of highly popular IPs, and Jio's technology expertise, unparalleled distribution reach, and local relationships to host these events on the JioGames platform for sustainable growth and innovation in the industry. The JV will cater to the entire esports spectrum:

- Services to publishers and sponsors
- End-to-end tournament management
- Targeted marketing
- Production and broadcasting

**Robbie Douek, CEO for BLAST**, said, *"India is one of the most exciting and fastest-growing gaming markets in the world, with a rapidly expanding esports audience and appetite for more competitive gaming experiences. By partnering with Reliance, a market leader with unparalleled expertise and reach in India, we have a unique opportunity to elevate the local esports scene to new heights. BLAST has a proven track record of delivering world-class tournaments and entertainment for global audiences, and we can't wait to bring that expertise to India. This joint venture will not only help grow the Indian esports ecosystem but also create new pathways for local talent to shine on the global stage."*

**Devang Bhimjyani, Head of Reliance Sports**, said, *"We are excited to partner with BLAST, which is a leader in conducting world-class esports tournaments globally in partnership with the largest gaming publishers for marquee gaming titles. I welcome Robbie and his team to the Reliance Group. We are very confident that with this partnership, India esports will be able to realise its full potential. With this JV, Reliance will extend its interest in sports into esports and leverage RISE's ability to market and promote sporting events and teams, along with Jio providing its distribution and technology expertise."*

#### **About Reliance Industries Limited:**

Reliance Industries Limited is India's largest private sector company, with a consolidated revenue of INR 10,00,122 crore (US\$ 119.9 billion), cash profit of INR 1,41,969 crore (US\$ 17.0 billion) and net profit of INR 79,020 crore (US\$ 9.5 billion) for the year ended March 31, 2024. Reliance's activities span hydrocarbon exploration and production, petroleum refining and marketing, petrochemicals, advanced materials and composites, renewables (solar and hydrogen), retail and digital services.

Currently ranked 86th, Reliance is the largest private sector company from India to be featured in Fortune's Global 500 list of 'World's Largest Companies' for 2024. The company stands 49th in the Forbes Global 2000 rankings of 'World's Largest Public Companies' for 2024, the highest among Indian companies. Reliance has been recognized in Time's list of the 100 Most Influential Companies of 2024, marking the only Indian company to have achieved this honour twice. Reliance is the top-ranked Indian company and the only one in the top 100 on Forbes' 'World's Best Employers' 2023 list. Additionally, it is featured among LinkedIn's 'Top Companies 2023: The 25 Best Workplaces To Grow Your Career In India.' Website: [www.ril.com](http://www.ril.com)

#### **About RISE Worldwide Limited:**

RISE Worldwide Limited ("RISE"), a wholly owned subsidiary of Reliance Industries Limited, is one of India's largest independent Sports, Lifestyle, and Entertainment company, offering a comprehensive suite of services across Sponsorship Consulting, Athlete Management, Marketing and Media Rights Management, Sports Broadcast Production, Licensing, and Event Implementation.

With extensive experience in managing premier properties in India and internationally including the Indian Super League (ISL): India's top-tier football league, Lakmé Fashion Week: India's premier fashion platform, Tata Open Maharashtra: South Asia's only ATP World Tour tennis event, Jio Wonderland, The Voice of Fashion, SU.RE (Sustainable Resolution).

RISE is committed to delivering innovative solutions that enhance the sports and lifestyle landscape. Follow us on <https://www.riseworldwide.in/>

#### **About BLAST**

BLAST is an esports tournament organiser and rights holder focussed on elevating esports to the next level of global entertainment. BLAST excites and invites billions of fans to join the esports revolution. Creating live and digital experiences - from tournaments that pack out major arenas to delivering engaging content for the millions of competitive gaming fans all around the world.



BLAST works with some of the world's best game publishers and brands to elevate their properties into amazing esports experiences. The esports entertainment company currently works with world-leading game publishers Epic Games, Valve, KRAFTON, Riot Games and Ubisoft to produce, market and deliver esports for popular titles Rocket League, Fortnite, Rainbow Six, PUBG, Dota 2 and Counter-Strike 2.

**For further information, please contact:**

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