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About Cube

Cube established in 2008 as the most precursor private company in games in Iran and held country tournaments yearly in country. also cube company qualified Iran as an Oxent partner in Electronic Sports World Cup and held Iran qualification from 2012 yearly in Milad Tower as Sixth tallest telecommunication tower in the world and sent Iranian qualified gamers to ESWC Grand Finals in Paris city in France.

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Cube has always held the biggest gaming events in the gaming history of IRAN.

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Partnership with Iran Computer and Video Games Foundation

Cube and Iran Computer and Video Games Foundation made collaboration with each other since 2015 to make IGL more glorious in the country yearly.

Iran Computer and Video Games Foundation is biggest governmental organization in games industry in Iran.



IGL 2015
Milad Tower,
Tehran



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We were holding 3rd years of IGL in 2017 with about 7,000 registered participants.



IGL²⁰¹⁶
IRAN GAMES
LEAGUE

About IGL

IRAN
Games
League

Iran Games League (IGL) is the most famous gaming tournament in Iran owned by Cube company and is holding to gather best Iranian gamers in the biggest tournaments in the country for Iran championship titles yearly.

Cube was holding IGL by collaboration and partnership with Iran Video Games Foundation in last three years in Iran since 2015.

Iran Games League was holding in last three years since 2015 in Tehran Milad Tower as the highest tower in Iran and sixth telecommunication tower in the world with holding at least one big tournament per year.

For the first time, after 4 years of holding big tournaments in the country in the year of 2015 Cube company decided to hold Iran championships as an organized league instead of a single tournament, so the games were held in several rounds in 5 months in 2015.

For the first year of the IGL in 2015 Cube allocated the three main stages of Milad Tower for different levels of IGL championships, the Art Gallery for the preliminary games (400 square meters), the Open View Platform (3,000 square meters) in the height of 280 meters for more sensitive games, and the main stage (more than 5,000 square meters) with the capacity of 8,000 spectators for finals.

The FIFA EA final in Ramadan Cup – 2nd round of league, held from July 10th to July 17th, was watched by a number of nearly 6,000 people in the main stage of the league and the overall number of audience in Ramadan Cup is estimated more than 30,000 people.

In IGL 2015 more than 1,800 registered people competed in 2 different games.

For the Second year of the IGL in 2016 Cube allocated 2 main stages of Milad Tower for different levels of IGL championships, the Art Gallery for the preliminary games (400 square meters) and the main stage (more than 5,000 square meters) with the capacity of 8,000 spectators for finals.

The finals were the greatest Iran Gaming Tournament in history and the stage of the final day was the biggest one in the country ever.

In IGL 2016 more than 2,800 registered people competed in 5 different games.

For the Third year of the IGL in 2017 Cube allocated a big area (1,600 square meters) in Milad Tower for the competition area and big stage of sensitive matches for 11 days of competition and this time more than 6,900 registered people competed in 5 different games.



iGL²⁰¹⁶
INTERNATIONAL
GAMES LEAGUE

About iGL

International
Games
League

For the first time we decided to run a global eSports brand in the country, so we are running IGL 2016 as International Games League on August 2016. Our first tournament will hold on FIFA 16 Between an Iranian online champion and seven world champions and famous FIFA gamers. They will compete with each other to achieve first IGL world championship title and also win cash prizes.





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