

Tfue Is Suing Faze Clan In An Explosive Lawsuit That's Rocking The Esports World

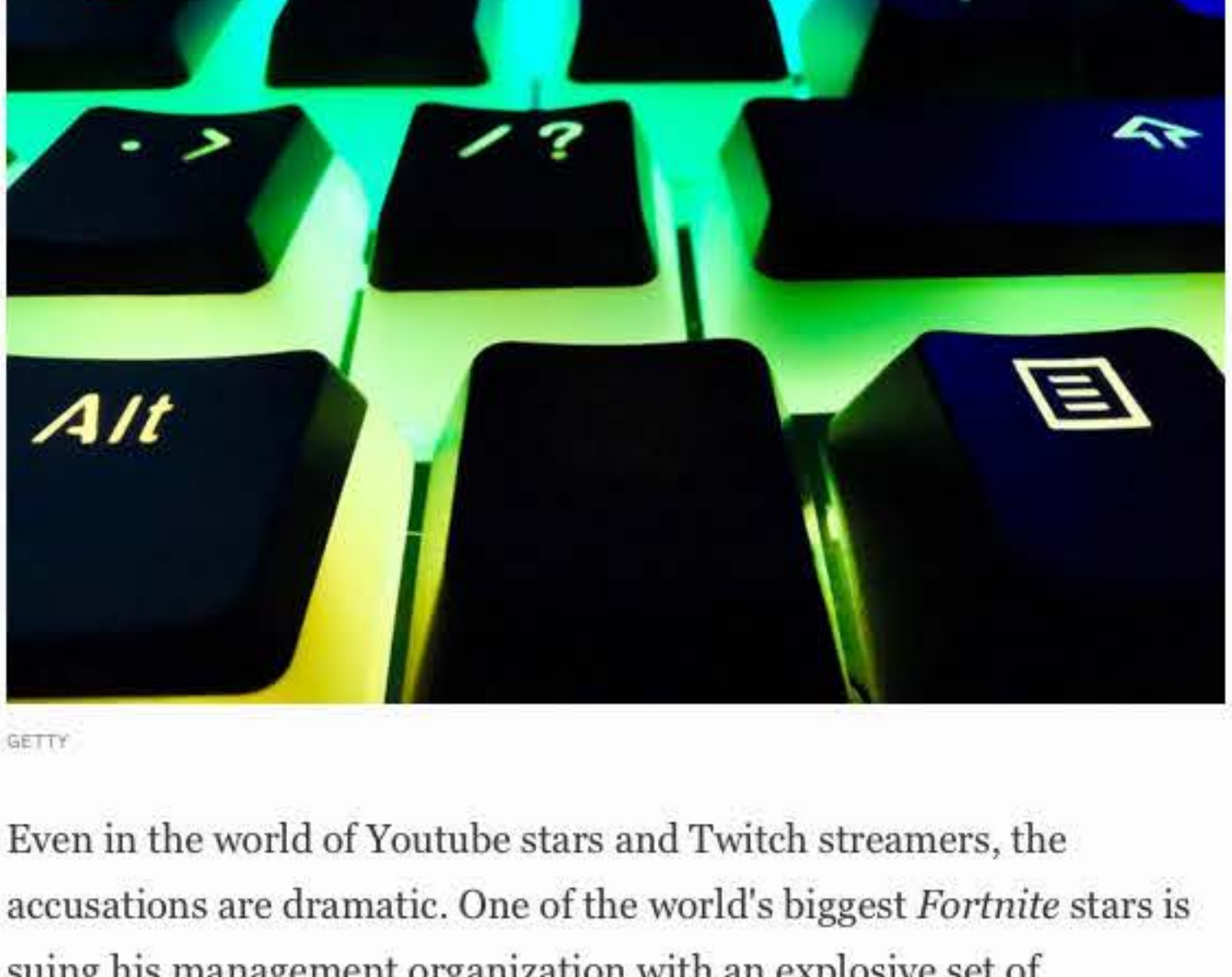


Dave Thier

Contributor

Games

I write about video games and technology.



Even in the world of Youtube stars and Twitch streamers, the accusations are dramatic. One of the world's biggest *Fortnite* stars is suing his management organization with an explosive set of allegations that are already rippling through the world of esports: Turner "Tfue" Tenny is accusing esports organization Faze Clan of illegally limiting his business opportunities, taking up to 80 percent of his earnings and encouraging him to gamble and drink underage. [The details were first revealed in a Hollywood Reporter report yesterday that includes the complaint in full.](#)

“In no uncertain terms, these gamers are artists, entertainers and content creators — they perform, they act, they direct, they edit and they stream,” writes attorney Bryan Freedman. "Because the esports industry is so new, there is often little to no organization or oversight. There are no real organizations such as unions or guilds to help protect the content creators/streamers that drive the industry. Most of these content creator/streamers are also very young, and are often unsophisticated, unseasoned and trusting. As a result, these young content creator/streamers are susceptible to being taken advantage of and exploited--often by those that are supposed to be looking out for their best interests. Unfortunately, this has become industry standard."

Faze Clan was quick to respond, both as individual members and as an organization. The esports organization flatly denies the accusation that it took up to 80 percent of Tfue's winnings, claiming that it has not made any money off of Tfue's tournament winnings or revenue from Twitch and Youtube. According to Faze Clan, the organization has only made \$60,000 from its partnership with Tfue:




We're shocked and disappointed to see the news of Tfue's press article and lawsuit. Over the course of our partnership with him, which began in April 2018, FaZe Clan has collected:

- \$0 - Tournament Winnings
- \$0 - Twitch Revenue
- \$0 - YouTube Revenue
- \$0 - from any social platform

In fact, we have only collected a total of \$60,000 from our partnership, while Tfue has earned millions as a member of FaZe Clan. While contracts are different with each player, all of them - including Tfue's - have a maximum of 20% to FaZe Clan in both tournament winnings as well as content revenue, with 80% to the player. In Turner's case, neither of those have been collected by FaZe Clan.

We're proud of what we've accomplished together over the past year with Turner and will continue to support him.



FaZe Clan

@FaZeClan

FaZe Clan's response to today's press article regarding Tfue:

72.1K

1:13 PM - May 20, 2019

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In a followup statement, Faze Clan says that there was, in fact, a clause in Tfue's contract that stated Faze clan would be able to take up to 80% of Tfue's brand deals on social media platforms. However, it claims that it never collected on that clause:

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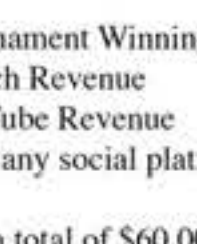
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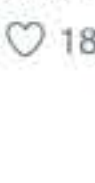


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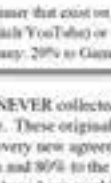
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A follow-up from FaZe Clan on today's unfortunate situation.

18.2K

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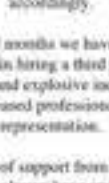


After hearing the community feedback we'd like to address the issue regarding FaZe Clan taking 80% of Tfue's "brand deal" earnings.

There is a clause in Tfue's original contract where FaZe Clan could take 80% of a brand deal we introduce to him. For clarity here is that clause:

Brand deals featuring the Gamer that exist on Gamer or Company's content creation platform (e.g. Twitch (YouTube) or social media sites, if the deal is brought to Gamer by Company: 20% to Gamer and 80% to Company;

Let us be clear that we have NEVER collected on that clause from Tfue or any other FaZe Clan member. These original agreements were created by a previous legal team and every new agreement since last summer has maxed out 20% to FaZe Clan and 80% to the gamer. As for Tfue, starting as far back as September we have been working directly with him and his attorney to domestically improve his contract. We have offered numerous versions of an improved contract, some with a seven figure dollar bonus, some with FaZe Clan taking zero percent from Tfue's earnings. Every one of which has been rejected or ignored.



In every corner of sports and entertainment, deals are made based on the perceived value of the talent and the opportunity at the time of signing. When talent starts to show dramatic improvement in value it's a common practice to renegotiate based on that new value. This happens in sports, music, film, tv and certainly now in Esports and gaming. FaZe Clan has made every effort to respond to Tfue's massive success fairly and accordingly.

To be clear in the last several months we have encouraged and supported any FaZe member interested in having a third party manager and/or agent. We know that this incredible and explosive industry including gaming orgs would benefit from increased professionalism in every aspect of representation.

We appreciate the outpouring of support from our fans. FaZe members and the rest of the industry. We always have and always will strive to treat FaZe Clan as a family.


2,401 people are talking about this

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Tenney has argued that he has turned down or missed out on lucrative sponsorship deals as a result of his contract.

Given the extremely public nature of all parties involved, the allegations have already drawn heated commentary from all corners of the esports and streaming worlds, and that's only likely to continue. The details of the suit are still developing, but we could well look at this as a watershed moment for the still-young esports industry and the relationships between the talent that drive it and the organizations that manage it. [Not only are esports revenues expected to hit \\$1 billion by 2021](#), but many of the biggest stars are also either young or underage, raising all sorts of thorny questions that other entertainment industries have dealt with in the past. This appears to be a central piece of Freedman's lawsuit, which he is positioning both as a specific complaint and as a broad attempt to reform agreements between content creators and the organizations that manage them.

“The time is now for content creators, gamers and streamers to stop being taken advantage of through oppressive, unfair and illegal agreements,” he writes.



Dave Thier

Contributor

I'm a freelance writer whose work has appeared in The Atlantic, The New York Times, The New Republic, IGN.com, Wired and more. I cover social games, video games, technol... [Read More](#)

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