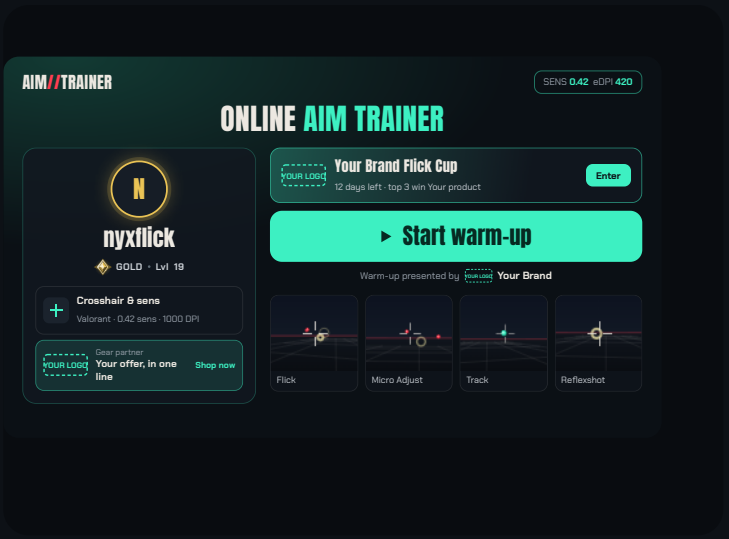
AIM//TRAINER Sponsorship

Put your brand in front of FPS players who obsess over their game.

Online Aim Trainer is a free browser game where **3,100+ Valorant, CS2 and FPS players** a week, on pace for 9,000+ a month, get ready for their matches. They're at their desk, focused on playing better, thinking about their setup. Sponsor it and your brand reaches each of them **about 21 times a month**, on the screens they read between drills.



97,000+
drills a month at last week's pace

21x
a month, each player sees a title sponsor

1 in 3
players on a 144Hz+ monitor

Sponsor a slot at onlineaimtrainer.com/sponsors.html, or write to Abhishek at abhishek@onlineaimtrainer.com.

What is Online Aim Trainer?

An aim trainer is to an FPS player what a driving range is to a golfer: short drills that sharpen the one skill that wins matches. Ours runs in the browser, free, and players come back to it before they play.

1. **Players open it before a match**
   Valorant, CS2 and other FPS players load it in their browser to get their aim ready. No download. Each drill takes 30 to 60 seconds.

2. **Every drill starts and ends on a screen they read**
   A card sets up the drill, a results screen shows their score, rank and progress. The average player plays 8.2 drills a month and checks every result.

3. **Your brand sits on those screens**
   On the home page, before every drill and after it: about 21 views per player a month for a title sponsor.

Who you reach

Our audience is growing fast, so monthly reach is projected from last week's production analytics (October 28 to November 3). Drills and views keep the same daily pace; players and visitors use the week-to-month ratio we measured in September, because people come back. Regions, countries and hardware are the last 30 days. Counts are rounded down.

97,000+
drills a month at last week's pace (22,000+ played last week). Each starts on the drill card and ends on the results screen.

46,000+
home page views a month at that pace (10,000+ last week, from 7,400+ visitors)

1,500+
hours of aim practice a month at that pace, by 9,000+ players

96%
on a desktop; 97% of players aim with a mouse

3x
more players in October (6,185) than in August (1,844)

150+
countries since July 2026, 10,000+ players in all

Players who spend on their setup

The game measures each player's monitor refresh rate and graphics card to keep their frames smooth. The same data shows who you reach.

34%
play on a 144Hz or faster monitor

530+
players on 240Hz or faster

24%
run an NVIDIA RTX card

990+
on an RTX 40 or 50 series

Players by region

Asia	48%
Europe	23%
North America	11%
South America	10%
Africa	4%
Oceania	1%

31% in North America, Western Europe, Japan, Korea, Australia, New Zealand and Singapore.

Top 10 countries, players

Vietnam 792 · United States 625 · India 549 · Brazil 496 · Philippines 473 · France 447 · Thailand 282 · China 280 · Germany 248 · United Kingdom 247

Players a month



3x more players in October than in August. Most arrive from search: Bing, Google and AI assistants.

Production analytics, players who completed a drill, full calendar months.

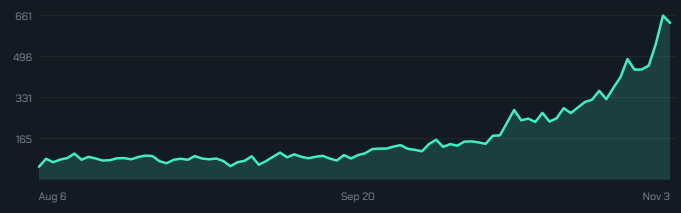
> *"Its pretty good. Very Optimized as well for browser."*
>
> Ascendant 2, Valorant, plays it daily, between rounds; would recommend it 5 of 5

Straight from our analytics

The same production analytics we run the game on (PostHog), pulled November 4, 2026.
Every chart is live data from the last 90 days, not a model.

Players a day

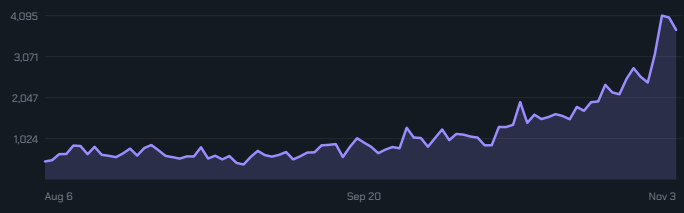
632 on Nov 3



Unique players who finished a drill, per day.

Drills a day

22,790 in the last 7 days

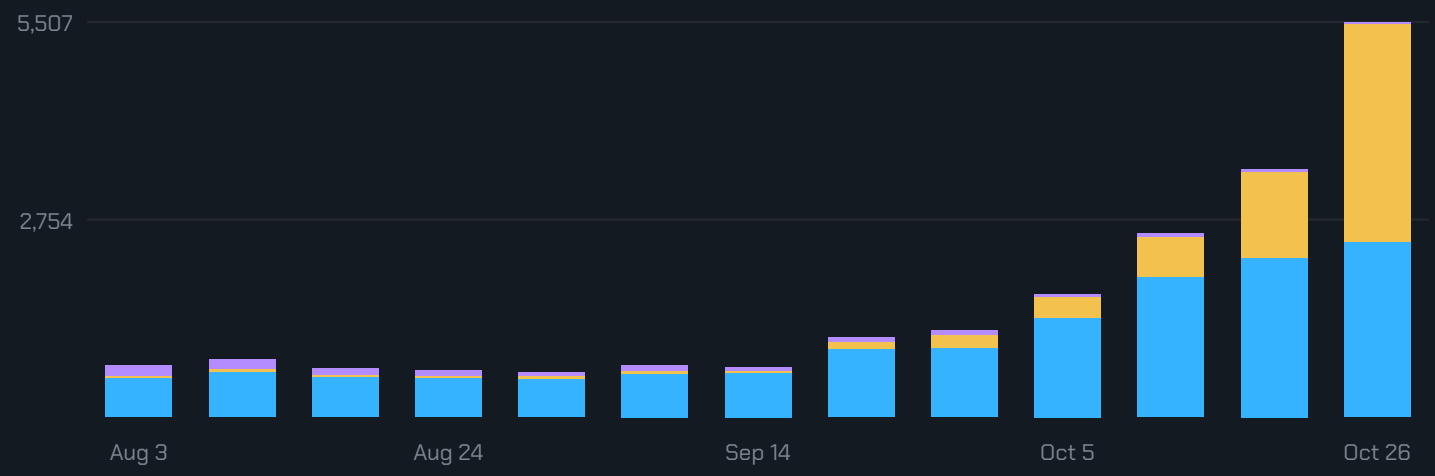


Drills finished per day, every player.

Visitors from search, a week

Bing, Yahoo, DuckDuckGo · Google · AI assistants

In the last 30 days, **8,367** visitors came from Bing and the engines on its index, and **6,495** from Google. Google grew from 23 a week in Aug to **3,031** a week now.



Unique visitors a week by the site that sent them (each page view's referring domain). Yahoo, DuckDuckGo and MSN search run on Bing's index.

Where visitors come from

last 30 days

Bing, Yahoo, DuckDuckGo	48%
Google	37%
Direct and bookmarks	11%
AI assistants	under 1%
Other search, social and links	2%

Share of visitors by the site that sent them.

Top countries

players, last 30 days

Vietnam	792
United States	625
India	549
Brazil	496
Philippines	473
France	447
Thailand	282
China	280
Germany	248
United Kingdom	247

Players who finished a drill, by country (from their IP).

Source: Online Aim Trainer production analytics in PostHog, project data pulled November 4, 2026. Counts on this page are rounded down.

Why brands move budget here

Gaming reaches people other channels miss: 90% of brand and agency buyers say so.[1] But the usual ways in are getting pricier and easier to ignore. Here is what changes when your brand is inside the game they practise in.

Paid social keeps getting pricier

Reach gamers for less than Meta charges

Meta prices rose 20% in 2025, to $14.19 per 1,000 views.[2] A title sponsorship here costs from $4.90 per 1,000 views and reaches each player about 21 times a month.

A third of young men block ads

Be part of the game, not an ad slot

34% of men aged 16 to 34 use an ad blocker.[3] Your brand here is drawn by the game itself, on its own screens, not served by an ad network.

Ads that interrupt get ignored

Show up when specs matter

Ads that fit what people are doing lift purchase intent by 14%.[5] Players here are measuring their own performance, and 34% of gamers say specs decide which accessories they buy.[4]

Creators are costly and rarely sell gear

Sit beside the player's own setup

Gaming creator deals cost $10 to $25 per 1,000 views,[9] yet only 9% of US gamers say influencers sway what accessories they buy.[4] Our gear card shows your product next to the player's own sens, DPI and crosshair.

Esports wants a season and a big cheque

Start with one month

Team sponsorships run by the season, from about $5,000 for a supporting partner.[11] Here it's one month from $350, with your brand live within a week.

The leaders already own this moment

Rent what Logitech and SteelSeries pay to own

Over 5 million players have competed in Logitech G's aim challenges with Aimlabs,[6] and SteelSeries bought an aim trainer outright.[7] You can have the same moment, by the month.

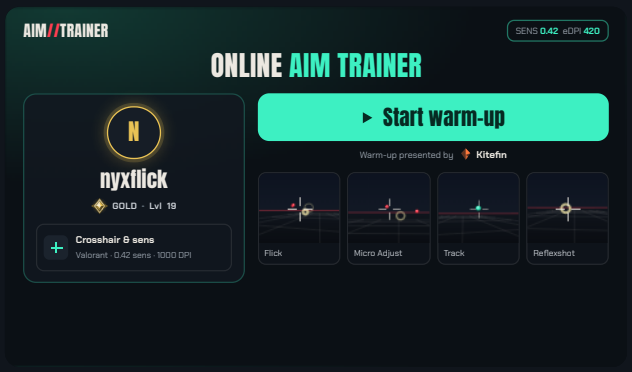
How it compares

	Meta ads	Gaming creators	Esports team	Online Aim Trainer
Cost per 1,000 views	About $15[8]	$10 to $25[9]	Flat fee, by the season[11]	From $4.90
Where players see you	In a feed, between other ads	Once, inside a video	On a jersey or a stream overlay	On the screens they read between drills
How often	As often as you pay for	Once per video	On match days	About 21 times a month per player
Commitment	None	Per video	A season or a year	One month
Category exclusivity	No	Rarely	Usually	Yes, for title sponsors

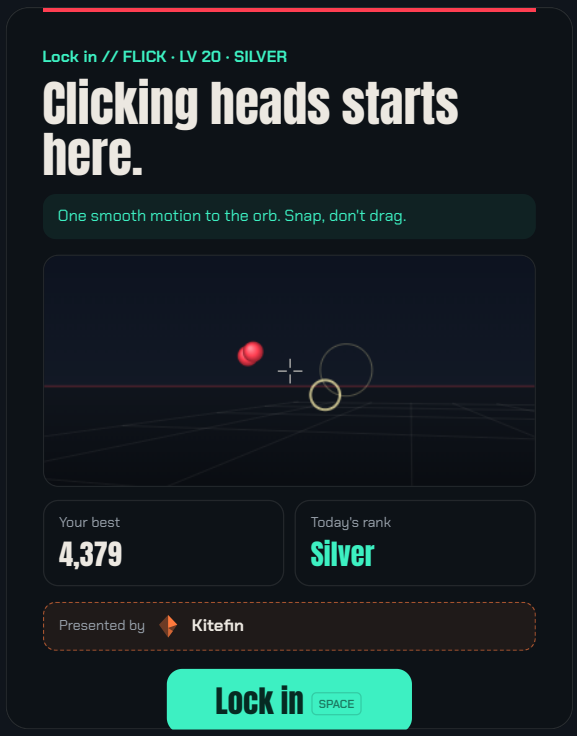
Where your brand appears

The game's own screens, shown with a sample brand. Try yours live at onlineaimtrainer.com/sponsors.html.

Home and the Play hub — Views a month, at last week's pace



Before every drill — Views a month, at last week's pace



After every drill — Views a month, at last week's pace



What your campaign returns

Pick what you sell and see what a month of sponsorship can bring back. Views are projected from last week's measured pace; everything after a view uses industry

benchmarks you can change.

A month for Kitefin: $1,277 a month, paid for 3 months

$3,128 of reach for $1,277

260,700 views a month would cost about $3,128 at Meta and YouTube gaming prices: 145% more reach for the same budget.

1	**Reach** 260,700 views at last week's pace, about 21 per player	$3,128
2	**Direct sales** 137 visits, 1.6 mice at your rates	$197
3	**Break-even on sales alone** At $120 and a 40% margin	27 mice

What 1,000 views cost



Views are projected from last week's pace. Visits and sales are estimates from the benchmarks on the left, which you can change; your monthly report replaces them with real numbers. Channel prices: see sources.

Packages and prices

Your campaign

☑ **Title sponsor** One brand per category — **$1,500** a month

Your brand on every screen around the drills: the home page, the card before each drill, the results after it, and your offer with a button to your store. 260,700 views a month.

☐ **Challenge partner** One a month — **$750** a month

A month-long cup on our most-played drill, named for you. The top of the board wins your prize. 75,200 views a month.

☐ **Gear partner** Up to 3 brands — **$350** a month

Your product beside every player's own setup on the home card, and on the guides. 49,800 views a month.

Term

1 month | **3 months -15%**

Start date

16/11/2026

Your category

Gaming mice

Home: "Warm-up presented by"	46,000
Drill card	97,600
Results screen mark	97,600
Results band	19,500
Views a month, at last week's pace	**260,700**
Cost per 1,000 views	$4.90

Your monthly report shows actual views, and clicks counted from day one.

Due at booking

$3,830

3 months from November 16, 2026, $1,277 a month

Founding sponsors: the first 3 brands keep these prices for as long as they renew.

Brand-safe by design

No ad tags

No third-party scripts or pixels, so the game stays fast and your brand is never the reason it lagged.

Ranks are earned

Sponsors never touch rank, score or badges. Challenge prizes go to places players earned.

Brands players want

Gear, hardware, network tools, coaching. Never gambling, case-opening, cheats, boosting or crypto.

Sponsorship terms

What a booking agrees to, in full.

Price	Monthly, or three months paid up front at 15% off. Prices in USD; taxes extra where they apply.
Payment	Pay when you book, in USD, with PayPal (a PayPal account or a card), or by the invoice we email on request. Each term is paid up front. An unpaid booking holds its slot for 7 days.
Renewal	Nothing renews by itself. A week before your term ends we send a link that books and pays the next term with the same creative, and you keep your slot first.
Start	From the date you pick, at least 7 days after booking. We build your placements and send them for your approval first.
Creative	Your logo, one line, a button label and a link. We draw it in the game's design. You approve it before it goes live, and can change it once a month.
What we refuse	Gambling, case-opening, cheats, boosting, account selling, crypto, and anything misleading or unsafe for players. If we can't run your creative, you get a full refund.
Exclusivity	A title sponsor is the only brand in its category on the placements for its term, and can renew before anyone else.
Views	Views on this page are a projection from last week's traffic, not a guarantee. Traffic can rise or fall; your monthly report shows what actually ran.
Reporting	A report every month: views and clicks for each placement, from our own analytics. No third-party tracking, so use your own UTM or discount code to see sales.
Downtime	If a placement is down, your term is extended by the time it was down.
Ending	Prepaid terms are non-refundable once live, except when we can't deliver them. Either side can end a term for a breach of these rules.

Sources

1. IAB, "Changing the Game" (2024): 90% of buyers say games reach valuable, hard-to-reach audiences
2. Triple Whale 2025 benchmarks via Clouted: Meta CPM $14.19 in 2025, up 20%
3. GWI Q2 2025 via Backlinko: 34% of men aged 16 to 34 use an ad blocker
4. YouGov (2024): what American gamers plan to buy, and why
5. IAS and Tobii via WARC: in-context ads lift purchase intent 14%
6. Logitech G Developer Alliance: Aimlabs PLAYDAYS (5M+ players competed)
7. SteelSeries: 3D Aim Trainer becomes part of SteelSeries
8. SuperAds: Meta CPM, gaming vertical (about $14.95)
9. SponsorRadar: YouTube gaming sponsorship rates ($10 to $25 CPM)
10. Focus Digital: programmatic display CPM and CTR benchmarks
11. sponsorships.ai: esports team sponsorship tiers
12. Logitech FY2025 10-K: 43.1% gaming gross margin, marketing effectiveness "uncertain"
13. Growthsuite: Shopify conversion rate benchmarks by industry

Our own numbers are production analytics to November 4, 2026: monthly reach is projected from the last 7 days, everything else is the last 30 days. Outside numbers are published benchmarks; ranges are shown where sources differ.

Audience data: Online Aim Trainer production analytics to November 4, 2026; monthly reach is projected from the last 7 days. Sample brands on this page are fictional. Online Aim Trainer is not affiliated with, endorsed by, or sponsored by Riot Games. VALORANT is a trademark of Riot Games, Inc.