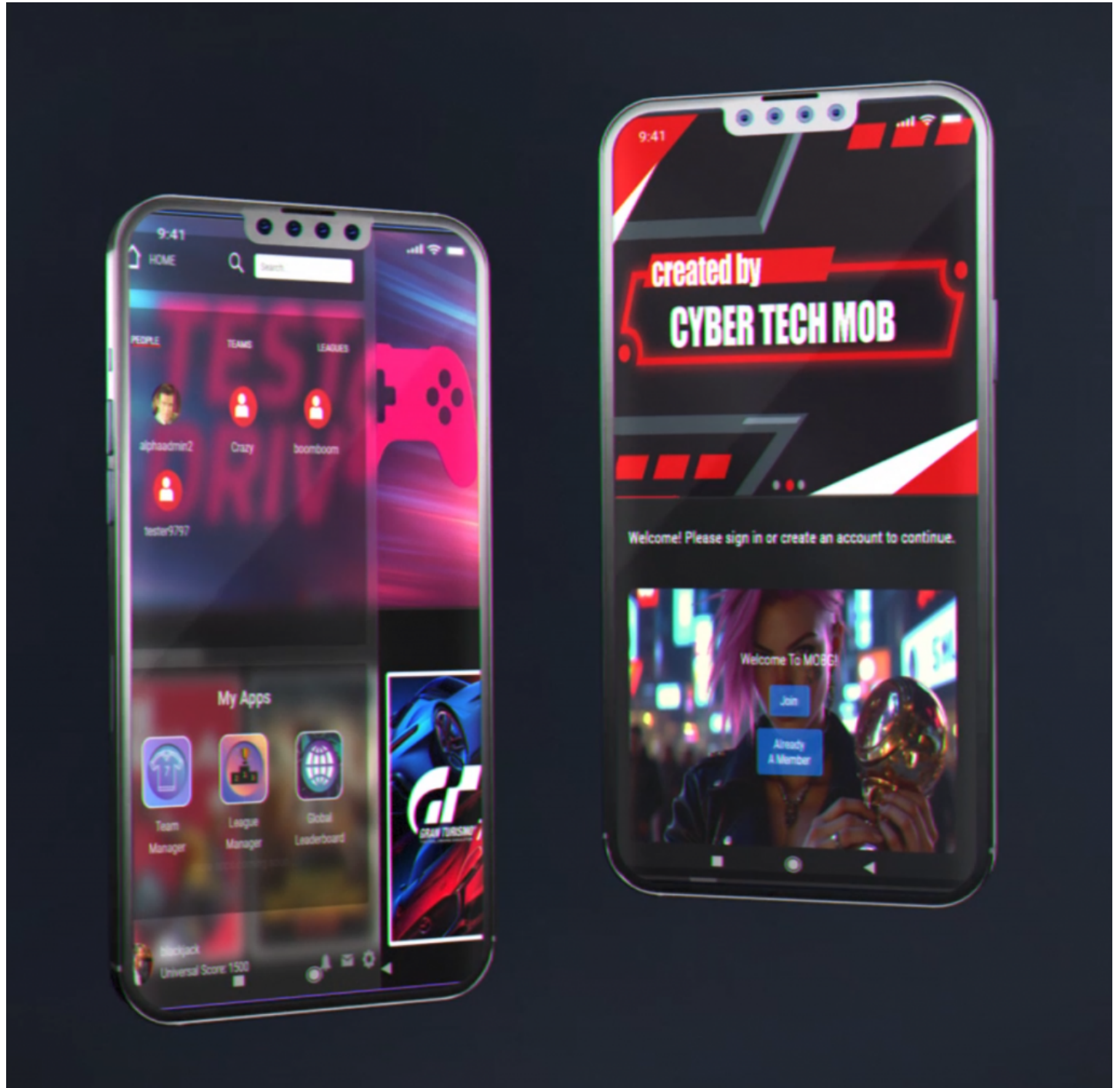


Cyber Tech Mob's Flagship App "Max Out" Enters Alpha II With 800K User Audience Reach

The New York-based studio expands its competitive platform with 11 confirmed community partnerships, securing 300K confirmed audience reach and additional pending deals.

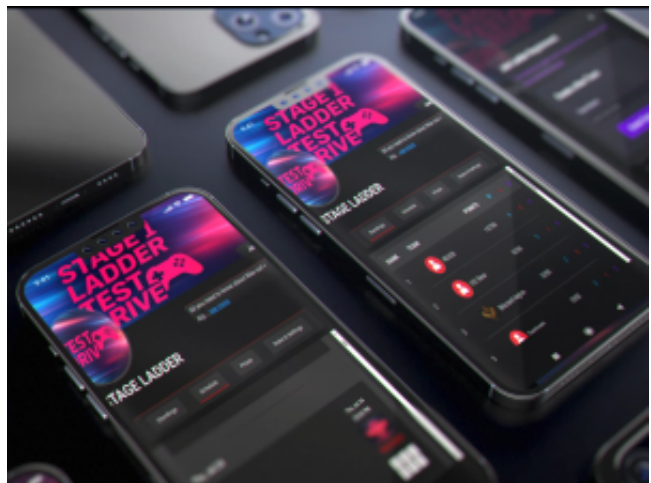
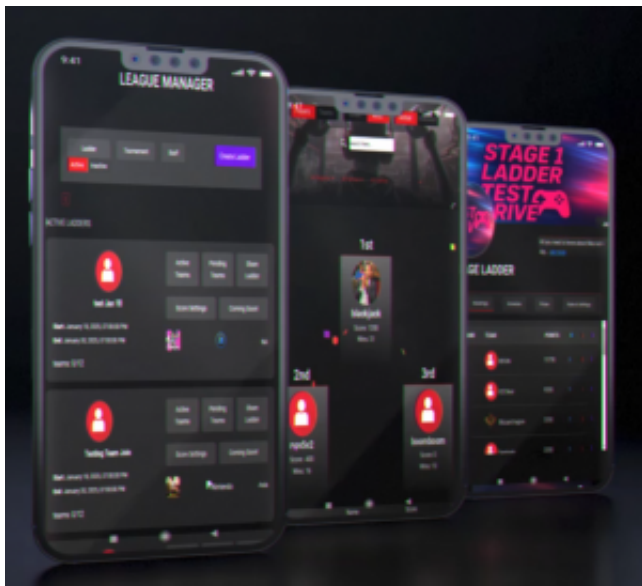


New York City, New York Sep 5, 2025 ([Issuewire.com](https://www.issuewire.com)) - [Cyber Tech Mob](#) (CTM), a software development studio, announces that its flagship competition platform **Max Out** has entered **Alpha Phase II**, the next stage of closed testing. Building on strong momentum from Alpha I, Max Out continues to attract attention from competitive communities and esports organizers worldwide.

During **Alpha I**, Max Out received outstanding feedback from early adopters, particularly in the underground esports scene. This validation allowed CTM to form **over 11 confirmed partnerships**, representing a combined 300,000-**user audience reach**. With additional pending partnerships in discussion, Max Out's potential total audience now extends to nearly **800,000 users**.

“Max Out is not just another competition tool — it’s about creating a path for legacy ownership,” said **Bryan Ragin**, Founder & CEO of Cyber Tech Mob. “Our vision is to build a platform where organizers, teams, and fans don’t just compete, but create lasting value from every match and event. Alpha II is the next step in bringing that vision to life.”

Alpha II introduces enhanced features, expanded stat tracking, and deeper community integration. These improvements position Max Out as more than a competition hub — it’s a digital arena designed to empower players, teams, and fans at every level.



Media Contact

Cyber Tech Mob, Inc.

*****@cybertechmob.com

+1(347) 609-9407

Source : Cyber Tech Mob, Inc.

[See on IssueWire](#)