This manuscript proposes the examination of the psychological predictors of long-term esports success. The topic is interesting, and I enjoyed reading the manuscript. Please find my comments below.

Suggestions to consider:

1. **Title.** The study will examine long-term esports success. Do you want to specify the type of esports success in the title?
2. **Power.** I’m aware that the default for power is 0.80, but some journals require a power of .90 or .95 (NHB). Do you want to keep the aimed power of .80 and limit the scope of journals willing to publish your study? I’m aware that increasing the power to .95 would increase your sample to 705 participants in each group, but maybe it is something worth considering.

Comments:

L155 – In the introduction, you presented the meta-analysis and systematic reviews related to cognitive skill, whereas the theoretical models mentioned earlier also identified other dimensions of sports competencies (e.g., psychic or mental abilities). I would suggest adding an existing systematic review on the effects of stress on gaming performance in the introduction (Leis, & Lautenbach, 2020).

Leis, O., & Lautenbach, F. (2020). Psychological and physiological stress in non-competitive and competitive esports settings: A systematic review. *Psychology of sport and exercise*, *51*, 101738.

L168 – Here, I believe the quantitative study by Leis et al. (2022) might be helpful.

Leis, O., Lautenbach, F., Birch, P. D., & Elbe, A. M. (2022). Stressors, associated responses, and coping strategies in professional esports players: A qualitative study. *International Journal of Esports*, *3*(3).

Table 1: Please explain the abbreviation used in the Table (e.g., MMR).

Table 1: Although I’m delighted to see my work in table 1 (Behnke et al., 2020), I’m not sure whether it fits here. The table presents the relationships between long-term esports success and environmental, psychological, and other factors. In our studies (also in Behnke et al., 2022), we examined factors (e.g., emotions and stress) that influence short-term esports success.

L254: Can you explain why r = 10 was chosen as SESOI? It might be interesting if you could back up your decision with some data. Ps. Please explain what SESOI means. Although it might be known to the preregistration community, most researchers will not be familiar with this term.

L300 – I believe that you can provide more details about the measures, especially about the psychological questionnaires. As in principle, you should not make any changes in the methods section after IPA; I believe you should describe measures in greater detail.

L315: Can you provide the code for your analysis in the supplementary materials?

Minor point: L46, I believe the – “goal is TO test”.