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Super League and World Golf Tour by Topgolf Extend Esports Partnership

Successful broadcasts for monthly WGT Live Series and custom WGT events to continue through 2021

SANTA MONICA, Calif., March 15, 2021 (GLOBE NEWSWIRE) -- [Super League Gaming](#) (Nasdaq: SLGG), a global leader in competitive video gaming and esports entertainment for everyday players, announced today the continuation of their existing partnership with Topgolf Entertainment Group to broadcast a series of exciting *World Golf Tour* by Topgolf (WGT) competitive events. These events, streamed live across digital platforms, bring together avid golf fans, celebrities and professional athletes—connecting everyone through their love for the game of golf.

Since the Fall of 2019, Super League has produced the monthly **WGT Live Series** broadcasts, providing the Topgolf experience to fans no matter where in the world they are located. The live streams, powered by Super League, have seen wide-ranging success and continue to garner a global audience of viewers throughout 107 countries, with 82% of viewers between the ages of 18 and 44. The success of the *WGT Live Series* has spawned multiple special WGT competitions supported by a wide variety of world class brand partners, with accompanying broadcasts also produced by Super League.

WGT has experienced explosive growth in engagement in 2020, with the game now available on new platforms, such as Steam, and having been downloaded by more than 28 million players worldwide. The elevated level of gameplay has inspired Topgolf to an increased commitment to original content creation centered around what fans and gamers alike are craving – more competitive golf, including when gameplay is online.

“Topgolf continues to be one of Super League’s most important and exciting partners,” said Matt Edelman, Chief Commercial Officer at Super League Gaming. “We have a shared belief in celebrating play through fun, accessible, competitive experiences that are brought to life through premium content. *WGT Live Series* is a perfect example, having become one of the premiere live event broadcast series in virtual golf worldwide.”

The *WGT Live Series* is broadcast by Super League’s proprietary, fully-remote video production division, Virtualis Studios, which enables all WGT players, hosts and guests, and members of the Super League production crew to remain comfortably and safely at home. Each event features multiple live streams of gameplay, often captured from players in several countries simultaneously, commentary and play-by-play action from on-camera hosts, live leaderboards, custom motion graphics, shot close-ups, and course flyovers that provide every desirable angle for viewers.

“Super League has helped elevate WGT broadcasts to a new level of professionalism and quality,” said Director of Marketing, Ashley Groth. “Extending our partnership into 2021 will bring even more opportunities to showcase the great skill and spirit of WGT players while also producing engaging content for our fans, customers, and partners.”

The WGT Live Series airs on WGT [Twitch](#) and [YouTube](#) channels. Additional programming and more information available [here](#).

About Topgolf Entertainment Group

Topgolf Entertainment Group is a technology-enabled global sports and entertainment leader built on a foundation of community, inclusivity and fun. What started as a simple idea to enhance the game of golf has grown into a movement where people from all walks of life connect at the intersection of technology and sports entertainment. Topgolf Entertainment Group's platforms include Topgolf venues, Topgolf Media, Topgolf International, Toptracer and Topgolf Swing Suite. To learn more about Topgolf, visit www.topgolffentertainmentgroup.com or follow Topgolf on Instagram, Facebook, Twitter and LinkedIn.

About World Golf Tour (WGT by Topgolf)

WGT by Topgolf, an esports experience from Topgolf Entertainment Group and part of Topgolf Media, has become the leading online golf game designed to connect sports fans through a free, realistic, virtual golf gaming experience. Acquired by Topgolf in 2016, WGT now has more than 28 million users worldwide and brings gamers, golf enthusiasts and professional golfers together from around the world to play championship courses and iconic holes in photorealistic quality. To download WGT, visit m.wgt.com.

About Super League Gaming

Super League Gaming (Nasdaq: SLGG) is a leading gaming community and content platform that gives everyday gamers multiple ways to connect and engage with others while enjoying the video games they love. Powered by patented, proprietary technology systems, Super League offers players the ability to create gameplay-driven experiences they can share with friends, the opportunity to watch live streaming broadcasts and gameplay highlights across digital and social channels, and the chance to compete in events and challenges designed to celebrate victories and achievements across multiple skill levels. With gameplay and content offerings featuring more than a dozen of the top video game titles in the world, Super League is building a broadly inclusive, global brand at the intersection of gaming, experiences and entertainment. Whether to access its expanding direct audience or the company's unique content production and virtual event capabilities, third parties ranging from consumer brands, video game publishers, television companies, traditional sports organizations, concert promoters, and more, are turning to Super League to provide integrated solutions that drive business growth. For more: superleague.com

Media Contact:

Gillian Sheldon
Super League Gaming
gillian.sheldon@superleague.com

Investor Relations:

Sean McGowan and Cody Slach
Gateway Investor Relations

SLG@gatewayir.com

Forward-Looking Statements

Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995. Statements in this press release that are not strictly historical are “forward-looking” statements within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. These statements involve substantial risks, uncertainties and assumptions that could cause actual results to differ materially from those expressed or implied by such statements. Forward-looking statements in this communication include, among other things, statements about our possible or assumed business strategies, potential growth opportunities, new products and potential market opportunities. Risks and uncertainties include, among other things, our ability to implement our plans, forecasts and other expectations with respect our business; our ability to realize the anticipated benefits of events that took place during and subsequent to the quarter ended March 31, 2020, including the possibility that the expected benefits will not be realized or will not be realized within the expected time period; unknown liabilities that may or may not be within our control; attracting new customers and maintaining and expanding our existing customer base; our ability to scale and update our platform to respond to customers’ needs and rapid technological change; increased competition on our market and our ability to compete effectively, and expansion of our operations and increased adoption of our platform internationally. Additional risks and uncertainties that could affect our financial results are included in the section titled “Risk Factors” and “Management’s Discussion and Analysis of Financial Condition and Results of Operations” in our Annual Report on Form 10-K for the year ended December 31, 2019 and other filings that we make from time to time with the Securities and Exchange Commission which, once filed, are available on the SEC’s website at www.sec.gov. In addition, any forward-looking statements contained in this communication are based on assumptions that we believe to be reasonable as of this date. Except as required by law, we assume no obligation to update these forward-looking statements, or to update the reasons if actual results differ materially from those anticipated in the forward-looking statements.



Source: Super League Gaming