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Super League Adds Eight New Gaming Clubs, Expanding the First International City-Based Amateur Esports Platform

SANTA MONICA, Calif., March 12, 2020 (GLOBE NEWSWIRE) -- [Super League Gaming](#) (Nasdaq: SLGG), a global leader in competitive video gaming for everyday players, today announces the expansion of its branded Gaming Clubs, the foundation for what has been the world's first city-based esports league and events system, into eight additional domestic and international markets. Now even more gamers throughout the U.S., Canada, and Mexico can participate in online and in-person competitive experiences across multiple game titles, across all age groups, and welcoming of all skill levels, as members of one of 24 proprietary regional clubs based on where they live and play.

Initially launched as City Clubs in 2016, the groups were manifestations of Super League's belief that players want and deserve to feel a sense of belonging within vibrant local gaming communities. To date, the Clubs have become an integral component of the company's mission to connect passionate gamers and help inspire new friendships through exciting competitive experiences. With a mix of always-on online gameplay opportunities and the more recent addition of weekly in-person event programs across more than 250 gaming centers in North America, coupled with regular offerings at Topgolf locations and numerous independent fast-casual restaurants, Super League now brings gamers together to socialize and compete on a daily basis. Through the addition of the new Gaming Clubs, players across three countries now have the opportunity to belong to grassroots communities and enjoy access to esports field space designed to support their passion.

Super League's new Clubs are the Toronto Rage, Vancouver Krakens, Mexico City Solstice, Detroit Vengeance, Minneapolis Ice, Nashville Berserkers, Oklahoma City Glitch, and Salt Lake City Yetis. They enter Super League alongside the Atlanta Bashers, Las Vegas Wildcards, Philadelphia Specters, San Francisco Ionics, Seattle Siege, Los Angeles Shockwaves, Dallas Dynamite, Miami Menace, Denver Drakes, Chicago Force, New York Fury, Tampa Bay Dungeoneers, Boston Revolt, DC Conspirators, Houston Blast, and Phoenix Blaze.

"Gamers are among the most creative and intellectually engaged individuals on the planet. They also are among the most passionate when playing the games they love," said Matt Edelman, Chief Commercial Officer of Super League Gaming. "Our Gaming Clubs offer players the opportunity to display that passion within a local community that they do not have to work to discover. We see the value that delivers every single day, both in the

healthy spirit of competition within our programs and the development of meaningful personal connections. The *gameplay* results are exciting; the *human* results are awesome. Local members have gotten married, become roommates, and spawned cross-town friendships that will last a lifetime, all through Super League.”

The new Clubs are the next step in Super League’s commitment to expand its digital and physical offerings and reach on a global scale, which includes planned growth into a network of more than 750 gaming centers worldwide. With increasing levels of automation powering inclusive competitions and premium tournaments such as Super League City Champs across multiple top PC and mobile game titles, the company continues to increase ways to celebrate everyday gamers while giving them their very own esports experience, all connected to their hometown.

About Super League Gaming

Super League Gaming, Inc. (Nasdaq: SLGG) is a leading esports community and content platform for competitive, everyday gamers, fans and friends of all ages and skill levels. With a focus on positive and inclusive gameplay, Super League enables players to experience their sport like the pros while also developing sportsmanship, communication and team-building skills. Powered by a proprietary technology platform, Super League operates physical and digital experiences in partnership with publishers of top-tier games. Local movie theatres, PC cafes, restaurant and entertainment venues are transformed into esports arenas where gamers compete, socialize, spectate and celebrate the amateur esports lifestyle. Super League’s platform offers unique amateur esports experiences that not only ratchet up the competition for avid gamers, but also attract audiences with elite amateur broadcasts that transform physical venues as well as fuel SuperLeagueTV’s Twitch and YouTube channels.

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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 the potential benefits of the proposed transaction, our possible or assumed business strategies, potential growth opportunities, new products and potential market opportunities. Risks and uncertainties include, among other things; the negative effects of the announcement on the market price of our common stock or on our operating results; unknown liabilities; 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 prospectus dated February 25, 2019, our quarterly report on Form 10-Q for the quarter ended March 31, 2019 and other filings that we make from time to time with the Securities and Exchange Commission which 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