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# Super League Reports Preliminary Fourth Quarter and Full Year 2021 Revenue Results

## **Q4 2021 Revenue Expected to Exceed \$6 Million, Year-over-Year Increase of Over 650%, With a Record Reach of 75 Million Monthly Metaverse Gamers**

SANTA MONICA, Calif., Feb. 10, 2022 (GLOBE NEWSWIRE) -- [Super League Gaming](#) (Nasdaq: SLGG), a leading network of games, monetization tools and content channels across metaverse gaming platforms, today provided selected preliminary unaudited financial results for the fourth quarter and full year ended December 31, 2021.

Based on preliminary unaudited information, Super League expects to report fourth quarter 2021 revenue between \$6.0 million and \$6.1 million, compared to \$0.8 million reported in the fourth quarter of 2020, reflecting an increase of over 650% compared to the prior year quarter. Full year 2021 revenue is expected to be between \$11.5 million and \$11.6 million, compared to \$2.1 million in fiscal year 2020, reflecting a year-over-year increase of over 450%.

In terms of key performance metrics, Super League's platform empowered over 1.1 million creators with tools and economies in 2021. The platform attracted 75 million monthly active players to its metaverses and surpassed 11 billion views during 2021.

"Our preliminary financial results reflect our ever-expanding, premium ad inventory and increasing sales force effectiveness as we exited 2021," said Ann Hand, CEO of Super League Gaming. "Our record-level revenue and reach are evidence that players and developers in open gaming platforms – the gaming metaverse, as we call it – are attracted to our games and our creation and monetization tools, and that brands trust us to help them navigate and connect in a high-impact, safe and brand-enhancing way with Generation Z and Millennials. Gaming isn't a new destination – it is where they already are. We believe that we are well-positioned to sustain this momentum in 2022 as we further develop our scalable and immersive in-game ad platform and build our footprint in the growing metaverse."

Super League expects to release its comprehensive fourth quarter and full year 2021 results in early March.

### **About Super League Gaming**

Super League Gaming (Nasdaq: SLGG) builds and operates networks of games, monetization tools and content channels across open-world gaming platforms that empower

developers, energize players, and entertain fans. The company's solutions provide incomparable access to an audience consisting of players in the largest global metaverse environments, fans of hundreds of thousands of gaming influencers, and viewers of gameplay content across major social media and digital video platforms. Fueled by proprietary and patented technology systems, the company's platform includes access to vibrant in-game communities, a leading metaverse advertising platform, a network of highly viewed channels and original shows on Instagram, TikTok, Snap, YouTube, and Twitch, cloud-based livestream production tools, and an award-winning esports invitational tournament series. Super League's properties deliver powerful opportunities for brands and advertisers to achieve impactful insights and marketing outcomes with gamers of all ages. For more, go to [superleague.com](https://superleague.com).

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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 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 to our business; our ability to realize the anticipated benefits of events that took place during and subsequent to the quarter ended September 30, 2021, 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, 2020 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](http://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