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Super League Gaming and ggCircuit Partner to Bring Super League Esports Experiences to Hundreds of Gaming Centers Throughout the U.S.

A first-of-its-kind partnership will enable esports gaming centers that use ggCircuit's venue management software to seamlessly offer Super League events to local gamers

SANTA MONICA, Calif., April 18, 2019 (GLOBE NEWSWIRE) -- **Super League Gaming** (NASDAQ: SLGG), a leading platform unifying communities of amateur esports players and fans across game titles and skill levels, and **ggCircuit**, a leading esports center services company, announced today a new partnership through which Super League experiences will be rolled out across ggCircuit's esports center footprint. The collaboration will enable easy access to local and national Super League competitions everywhere ggCircuit's "ggLeap" center management software is installed.

Super League Gaming has produced more than 2,500 live esports tournaments and events featuring game titles such as League of Legends, Clash Royale, Minecraft and Fortnite. The company's proprietary technology platform powers premium in-person competitive experiences at scale, transforming physical venues into pop-up esports arenas complete with jumbotron-like visualization on available monitors and screens.

ggCircuit's industry leading venue management software, ggLeap, is used by more than 915 gaming centers globally through which more than 1,000,000 unique players have created local accounts over 24 months. With ggLeap, esport center managers provide gamers with personalization and rewards that engender increased player loyalty to the venue.

"Partnering with ggCircuit was a natural step in Super League's mission to provide every gamer with regular opportunities to participate in events and leagues within a venue close to their home," said Matt Edelman, chief commercial officer of Super League Gaming. "We are fortunate to have aligned with a company that shares our commitment to supporting the growth of local player communities through best-in-class solutions and experiences."

"Our automated venue management software unifies hundreds of esports centers and helps them establish lasting connections with gamers in their local community," said Mark Nielsen, chief operating officer and co-founder of ggCircuit. "With Super League as a partner, ggCircuit will be able to deepen that connection by making it easy for esports centers to offer Super League's premium social esports experiences."

The first Super League program will be available to esports gaming centers in June.

About Super League Gaming
Super League Gaming (www.SuperLeague.com) is a leading esports community for gamers, competitors, 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. Powered by a proprietary technology platform, Super League operates in-person and digital leagues in partnership with publishers of top-tier games such as League of Legends, Minecraft and Clash Royale. Local movie theaters, PC cafes and restaurant and retail venues are transformed into esports arenas where players compete while also developing sportsmanship, communication and team-building skills. Super League's primary programs consist of: the first and only city-vs-city amateur esports competition in which players compete in-person on behalf of their hometown as members of Super League's City Clubs; monthly tournaments throughout the year playable both from home and a multitude of physical locations across the U.S.; and special events produced in partnership with consumer brands, entertainment companies and game publishers, all powered by the Super League platform. SuperLeagueTV supports all Super League experiences with live streams of the competitions and original video-on-demand content on Twitch and YouTube.

About ggCircuit
ggCircuit started out as a grassroots movement in 2008 by a group of passionate LAN Center owners/managers that wanted to provide better management software for cybercafes, universities and LAN centers worldwide. Drawing on their collective experience they developed a state-of-the-art software management system, ggLeap, that was not only easy and flexible for centers to use, but also delivered end user features that kept gamers engaged, offering more benefits than they would get by playing at home.

Since ggCircuit's humble beginnings the company has evolved into a fully-fledged esports services company providing not only center management software solutions, but also rolling out a global competition and reward system, managed esports events and tournaments and center consulting support services.

As the esports scene continues to grow, ggCircuit is expanding and is positioned to iterate, improve and add services and solutions for centers, business partners and gamers across the globe.

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 a high degree of risk and uncertainty, are predictions only and actual events or results may differ materially from those projected in such forward-looking statements. Factors that could cause or contribute to differences include the uncertainty regarding viability and market acceptance of the Company's products and services, the ability to complete software development plans in a timely manner, changes in relationships with third parties, product mix sold by the Company and other factors described in the Company's most public filing with the Securities and Exchange Commission.

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