

Time to Battle for Glory with Super League Arena: Apex Legends

Third Super League Arena event features 20 amateur and semi-pro Apex Legends teams competing on World's Edge for \$10,000 in prize money

SANTA MONICA, Calif., March 25, 2021 (GLOBE NEWSWIRE) -- <u>Super League Gaming</u> (Nasdaq: SLGG), a global leader in competitive video gaming and esports entertainment for everyday players, announced today the exciting details for its upcoming **Super League Arena** event and live broadcast. The third installment of Super League's amateur and semi-pro tournament series offers skilled Apex Legends athletes a chance to prove why they belong in the upper echelon of Apex competitors. Viewers of the broadcast will be treated to a high stakes experience as players vie for a piece of the \$10,000 cash prize pool.

Beginning at 1 PM PT today on SuperLeagueTV on Twitch, 20 invited teams will compete in six live streamed matches, with the top four at the end of the final match heading to the money round. Super League will be leveraging its fully-remote live production system within Virtualis Studios, showcasing all of the gameplay action while players, on-camera talent and every member of the production crew remain safely at home. Special guests including Complexity Gaming pros MonsoonGG and iShiny will take over casting duties and interview competitors to provide everyday players and fans with information about their personal journeys in the world of gaming and esports. Dedicated videos featuring gameplay highlights and player interviews will be available post-event on Super League's Twitter, as will a full event recap inclusive of key moments from all matches on Super League's YouTube channel.

"There's nothing like the intensity of esports competition between players trying to prove that they deserve to be recognized at a higher level," said Matt Edelman, Chief Commercial Officer of Super League Gaming. "Every win matters for esports athletes who aspire to make it to the pros, or to secure a spot on their collegiate or high school varsity team. Super League Arena is a powerful showcase to help players state their case, and to give fans who are up-and-coming competitors a view into what life is like along that path."

Teams will be competing for a total cash prize pool of \$10,000, with \$5,000 going to the first place team, \$2,500 for second place, \$1,500 for third, and \$1,000 for fourth. For more details about Super League Arena: Apex Legends, including the full competitive roster and broadcast times for the live stream, head to Super League.

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

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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 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 forwardlooking statements, or to update the reasons if actual results differ materially from those

anticipated in the forward-looking statements.



Source: Super League Gaming