April 30, 2019

Super League Gaming Sets First Quarter 2019 Conference Call for Tuesday, May 14, 2019, at 5:00 p.m. ET

SANTA MONICA, Calif., April 30, 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, will hold a conference call on Tuesday, May 14, 2019, at 5:00 p.m. Eastern time to discuss its results for the first quarter ended March 31, 2019 and provide a business update. A summary of results and business highlights for the first quarter of 2019 will be reported in a press release prior to the conference call.

Date: Tuesday, May 14, 2019
Time: 5:00 p.m. Eastern time (2:00 p.m. Pacific time)
Toll-free dial-in number: (866) 987-6716
International dial-in number: (630) 652-5945
Conference ID: 2998938

Please call the conference telephone number 5-10 minutes prior to the start time. An operator will register your name and organization. If you have any difficulty connecting with the conference call, please contact Liolios at (949) 574-3860.

The conference call will be broadcast live and available for replay here and via the investor relations section of the Company's website at www.SuperLeague.com.

A replay of the conference call will be available after 8:00 p.m. Eastern time on the same day through May 21, 2019.

Toll-free replay number: (855) 859-2056
International replay number: (404) 537-3406
Replay ID: 2998938

About Super League Gaming
Super League Gaming, Inc. (NASDAQ: SLGG) (the "Company"), 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.

Safe Harbor Statement
This press release contains "forward-looking statements" within the meaning of the "safe harbor" provisions of the Private Securities Litigation Reform Act of 1995, including but not limited to statements regarding the Company's business and expectations regarding future performance. Words such as "expect," "anticipate," "should," "believe," "target," "project," "goals," "estimate," "potential," "predict," "may," "will," "could," "intend," variations of these terms or the negative of these terms and similar expressions are intended to identify these forward-looking statements. Forward-looking statements are subject to a number of risks and uncertainties, many of which involve factors or circumstances that are beyond the Company's control. The Company's actual results could differ materially from those stated or implied in forward-looking statements due to a number of factors, including but not limited to: uncertainty regarding viability; ability to achieve positive cash flow from operations; 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; the Company's ability to obtain patents and defend IP against competitors; the impact of competitive products and solutions; the Company's ability to maintain and enhance its brand, as well as other risk factors included in the Company's registration statement on Form S-1 and other reports filed with the Securities and Exchange Commission. These forward-looking statements are made as of the date of this press release and were based on current expectations, estimates, forecasts and projections as well as the beliefs and assumptions of management. Except as required by law, the Company undertakes no duty or obligation to update any forward-looking statements contained in this release as a result of new information, future events or changes in its expectations.

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Source: Super League Gaming