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Super League Gaming Partnership With NetLevel Expands Esports Access In Movie Theaters

Nationwide network services agreement enables high-quality esports experiences in movie theaters across the U.S.

SANTA MONICA, Calif., May 08, 2019 (GLOBE NEWSWIRE) -- Super League Gaming, Inc. (NASDAQ: SLGG), a leading community unifying amateur esports players and fans across video game titles and competitive skill levels, today announced that it has signed a network services agreement with NetLevel, the first nationwide fiber network for out-of-home entertainment.

The partnership makes it possible for Super League to provide esports competitions and live viewing events in more than triple its current number of movie theater locations throughout the country. This builds upon Super League's strategic initiative to expand access to amateur esports experiences into more physical locations.

As part of the agreement, NetLevel will absorb Super League Gaming's theater network connections into NetLevel's growing nationwide private fiber network, which consists of more than 400 sites. Leveraging NetLevel's low-latency, private network infrastructure allows Super League Gaming to expand into a broader digital theater footprint while reducing its theater event-based operating expenses.

"NetLevel is building an exciting business that brings great value to Super League and our movie theater partners," said Matt Edelman, chief commercial officer, Super League Gaming. "Our goal is to make it possible for every amateur gamer to play in esports experiences in a venue near where they live. NetLevel has created a scalable, cost-effective network infrastructure that ensures movie theaters have the potential to transform into Super League powered esports arenas."

The partnership with Super League Gaming marks NetLevel coming out of stealth mode after spending three years designing, developing and launching their nationwide, private fiber network for out-of-home entertainment.

"Esports is growing exponentially, and we're thrilled to be able to give gamers at all levels access to a state-of-the-art digital theater experience," said Ray Bell, founder & CEO, NetLevel. "Super League has all of the elements in place to make amateur esports competitions mainstream. We are honored to be a part of their growth and help enable their vision."

With this deal, Super League Gaming will assign its network infrastructure at Cinemark and other theaters to NetLevel, adding to the 4,000-plus theater auditoriums that NetLevel already has under contract.

The NetLevel announcement comes on the heels of other Super League Gaming partnerships designed to provide local esports “field space” to players in a multitude of exciting venues. This includes Topgolf restaurants and ggCircuit esports gaming centers, which collectively enable competitive experiences across PC, console and mobile game titles, all powered by Super League Gaming's proprietary tournament operations and visualization technology platform.

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.

About NetLevel
NetLevel is the first out of home entertainment network. NetLevel provides theater operators with a no-cost secure, reliable, private network and network services global infrastructure that is powered by its robust network management and entertainment delivery application software. Our private, low-latency, network enable theaters operators to not only adapt to the changing needs of the digital entertainment markets, but to also become the preferred out of home entertainment venue for live events, amateur eSports gaming, and virtual reality experiences.

NetLevel offers eSports leagues, game studios, live event, and filmed entertainment distributors access to its secure network infrastructure for theaters, that provides reliable, efficient, and cost-effective entertainment delivery to local, regional, and nationwide target markets.

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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