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Super League Gaming Secures Additional Patent for its Multi-User Game System Technology

The technology automates the creation of compelling content designed to appeal to a wide variety of gaming fans

SANTA MONICA, Calif. , Nov. 16, 2020 (GLOBE NEWSWIRE) -- **Super League Gaming** (Nasdaq: SLGG), a global leader in competitive video gaming and esports entertainment for everyday players around the world, continues to advance its sophisticated and robust portfolio of defensible and potentially licensable intellectual property with another allowed patent from the US Patent Trade Office, this time for its proprietary **Multi-User Game System with Trigger-Based Generation of Projection View** technology.

This most recent patent covers Super League's unique and scalable cloud-based "camera character" technology. This powerful tool essentially allows the placement of virtual "cameras" into video games for the purpose of visualizing the action from a variety of perspectives and also serves a stepping stone for a virtual studio to ingest a wide variety of content sources and intelligently and efficiently manage them to deliver compelling productions.

"At Super League, we are in the business of creating compelling real-life and online gaming experiences, including the spectating of gameplay using streaming technologies," says co-inventor and SLGG's Chief Platform Officer, David Steigelfest. "SLGG's unique platform gives us the ability to create streams of unique perspective, combine it or overlay it in our virtual broadcasting studio with other forms of streaming content, and solidify our position at the forefront of the gaming and esports content industry. The movement of the 'camera character,' driven by data and logic coming from the other players in a game, amounts to a form of artificial intelligence that not only facilitates complete automation, but also that the content is compelling and of interest to a wide variety of spectators."

"This is yet another exciting step forward in fulfilling our goal of building out Super League's IP," says Ann Hand, Super League Chairman and CEO. "This technology provides for scale, and gives us the ability to share all the fast-paced gaming action our audience is craving. These patents are building blocks and vital pieces of Super League's future strategy for success, and I could not be prouder of our team for their continued innovation and efforts."

Since this technology's development, this spectator view has been employed by Super League in the live broadcast and spectating of competitive gameplay across multiple video game titles, including PUBG Mobile, Clash Royale, CS:GO, Street Fighter V, Minecraft and more. Currently, Super League has several additional patents in various stages of review

with the USPTO.

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 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