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# Super League Gaming Deepens Slate of Snapchat Shows

**With the launch of two new series, Super League expands to six gaming shows on Snapchat's Discover**

SANTA MONICA, Calif., Dec. 15, 2020 (GLOBE NEWSWIRE) -- [Super League Gaming \(Nasdaq: SLGG\)](#), a global leader in competitive video gaming and esports entertainment for everyday players, continues to develop and offer premium programs and content to connect gamers through their love of play. Today, the company announced the launch of two new weekly shows on **Snapchat (NYSE: SNAP)**, which adds to four existing shows on the platform. Collectively, Super League's Snapchat shows reached over 8.5 million unique viewers in November 2020, with the company's top performing show, "Emergency Meeting," featuring popular user-generated highlights from 2020's breakaway hit game, *Among Us*.

Super League's newest shows include: "Cyberpunk 24/7," featuring top user-generated gameplay highlights from the highly anticipated *Cyberpunk 2077*, just released on December 10<sup>th</sup>, the same day as the debut of the series; and Queue Dodgers, featuring *League of Legends* user-generated gameplay highlights, set to launch on December 20<sup>th</sup>.

These shows add to Super League's existing weekly series, which include: "Taking Shape," a twice-weekly show featuring Minecraft user-generated highlights; "Sticks N Stones;" and "Spike Rush."

"We are honored to have become a go-to provider of gaming content for Snap and are having a ton of fun creating entertaining shows for millions of gamers and fans on their platform," says Matt Edelman, Chief Commercial Officer of Super League Gaming. "Super League is all about celebrating players who may not otherwise have their moment in the sun. Bringing that ethos to our audience on Snapchat is an exciting component of the ongoing growth of our business."

Every clip in Super League's series credits the player and their gameplay.

## 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](https://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 to 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](http://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