

October 30, 2019



Super League Gaming Sets Third Quarter 2019 Conference Call for Wednesday, November 13, 2019, at 5:00 P.M. ET

SANTA MONICA, Calif., Oct. 30, 2019 (GLOBE NEWSWIRE) -- **Super League Gaming** ("Super League" or the "Company") (NasdaqCM: SLGG), a leader in bringing live and digital esports entertainment and experiences directly to everyday gamers around the world, will hold a conference call on Wednesday, November 13, 2019, at 5:00 p.m. Eastern time to discuss its results for the third quarter ended September 30, 2019, and provide a business update. A summary of results and business highlights for the third quarter of 2019 will be reported in a press release prior to the conference call.

Date: Wednesday, November 13, 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: 1769442

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 Gateway Investor Relations 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 November 20, 2019.

Toll-free replay number: (855) 859-2056

International replay number: (404) 537-3406

Replay ID: 1769442

About Super League Gaming

[Super League Gaming, Inc.](#) (Nasdaq CM: SLGG) is a leader in bringing live and digital esports entertainment and experiences to the more than two billion everyday gamers around the world. The company specializes in delivering thousands of live competitive and social gaming events annually, including national city-vs-city amateur esports leagues featuring multiple top-tier game titles. Events take place in high-profile venues such as Topgolf, Cinemark Theaters and popular independent fast-casual restaurants, as well as within more than 600 gaming centers around the world where Super League also is the primary consumer-facing brand on player PCs. Complementing and supporting its live experiences, Super League produces live streaming and video-on-demand content on superleague.com

and major distribution platforms including YouTube, Twitch and Instagram, collectively reaching millions of unique players every month. Highlighted by an avid community of Minecraft players on [Minehut](#), a mainstream audience of engaged gamers on Framerate's social channels, and an always-on grassroots presence in gaming centers, Super League is building one of the industry's most unique physical-to-digital communities, unified through the positivity of gaming and the love of play.

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 the quarter ended June 30, 2019, including the possibility that the expected benefits will not be realized or will not be realized within the expected time period; unknown liabilities; 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 prospectus dated February 25, 2019, our Quarterly Report on Form 10-Q for the quarter ended June 30, 2019 and other filings that we make from time to time with the Securities and Exchange Commission which 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.

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Source: Super League Gaming