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Super League's Galentine's Games Wins 2021 Tempest Award for Best Diversity and Inclusion Initiative

SANTA MONICA, Calif., Oct. 21, 2021 (GLOBE NEWSWIRE) -- [Super League Gaming](#) (Nasdaq: SLGG), a global leader in connecting consumer brands with video gamers of all ages in-stream, in-game, and in-content through creator communities, proprietary platforms, and esports properties, was named the **winner of the 2021 Tempest Award for Best Diversity and Inclusion Initiative** for the company's third annual Super League Arena Galentine's Games, held this past February.

The exciting event, presented in collaboration with [Logitech G](#), featured four all-female, female-identifying, and/or non-binary teams in a League of Legends invitational tournament, with teams competing to win a piece of a \$10,000 prize pool. Each of the team's winnings went to support a women's-focused charity they selected, including [Black Girls Code](#), [Girls Who Code](#), [Live Your Dream](#), and [California Breast Cancer Research Program](#).

"We are thrilled to be honored with this award, particularly for this very special initiative," said Ann Hand, Super League Chairman and CEO. "This groundbreaking – and now award-winning – event shines a light on top female, female-identifying, and/or non-binary amateur players whose gameplay and personal stories deserve to be celebrated. The tournament is a perfect example of Super League's mission to create inclusive opportunities for competitive gamers from often under-represented communities."

Galentine's Games was a fully remote production, enabling all players, all on-camera talent, and all members of the production crew to participate safely from locations of their choosing, leveraging the company's proprietary cloud-based virtual studio system, [Virtualis Studios](#). The live broadcast was available on [SuperLeagueTV on Twitch](#), with multiple ancillary videos distributed across social media channels, collectively generating nearly 3 million views.

The [Tempest Awards](#), which honor excellence and disruptive innovation across all areas of the esports industry, were handed out Tuesday night at the HyperX Esports Arena in Las Vegas. The ceremony is the culminating event of [Esports Business Summit \(EBS\)](#), and honors the industry's cohort of groundbreaking visionaries, organizations, players, and executives across categories such as diversity and inclusion, production, talent, and technology.

About Super League Gaming

Super League Gaming (Nasdaq: SLGG) is a leading video game entertainment and experiences company that gives tens of millions of players multiple ways to create, connect, compete, and enjoy the video games they love. Fueled by proprietary and patented

technology systems, the company's offerings include gameplay properties in which young gamers form vibrant in-game communities, content creation platforms that power live broadcasts and on-demand video series that generate billions of views annually across the world's biggest distribution channels, and competitive gaming tournaments featuring many of the most popular global titles. Through partnerships with top consumer brands, in-game player and brand monetization, and a fully virtual cloud-based video production studio, Super League is building a broadly inclusive business at the intersection of content creation, creator monetization, and both casual and competitive gameplay. For more, go to superleague.com.

Media Contact:

Gillian Sheldon
Super League Gaming
gillian.sheldon@superleague.com

Investor Relations:

Sophie Pearson and Cody Slach
Gateway Investor Relations
SLG@gatewayir.com

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 September 30, 2021, 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, 2020 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