

# ELEAGUE Partners with Psyonix to Present Second ELEAGUE Cup: Rocket League 2018 Tournament & TBS Feature Series

Wednesday, November 7, 2018

**Live Event Featuring World's Best Teams to Be Held at ELEAGUE Arena in Atlanta Beginning Friday, Nov. 30, at 2 p.m. ET, Streamed Across Twitch & ELEAGUE.com**

**ELEAGUE's Four-Part *Rocket League* Series to Celebrate Game's Esports Scene & Provide All-Access Event Coverage Beginning Friday, Dec. 7, at 11 p.m. ET/PT on TBS**

ELEAGUE, the premium esports content and live event brand from Turner and IMG, today announced a renewed partnership with independent video game developer and publisher Psyonix for **The ELEAGUE Cup: Rocket League 2018**. This event represents ELEAGUE's second cross-platform activation in the past two years for *Rocket League*®, the hit sports-action game that is a high-powered hybrid of arcade-style soccer and vehicular mayhem.

The event will showcase eight of the world's best professional teams in a fast-paced tournament - **Friday-Sunday, Nov. 30-Dec. 2**, beginning each day at **2 p.m. ET** - with live coverage presented across [Twitch](#) and [ELEAGUE.com](#). ELEAGUE will also feature the event's most exciting plays and stories in a series of episodes, set to air **Fridays, Dec. 7, 14, 21 & 28**, at **11 p.m. ET/PT** on **TBS**.

THE ELEAGUE CUP: ROCKET LEAGUE 2018	
<b>LIVE GAMEPLAY</b>	<b>FEATURE SERIES</b>
NOV 30	DEC 7
DEC 1	DEC 14
DEC 2	DEC 21
2PM ET	11PM ET/PT
Twitch	TBS

## Live Event Format

Two four-team groups will each play a double-elimination bracket, with the top two teams from each group moving on to a single-elimination playoff. Teams will compete live from **ELEAGUE Arena at Turner Studios in Atlanta** for **\$150,000** in prize money. Invited teams and casters for the event will be announced in the coming weeks.

## Attendee Information

Fans can join the live studio audience at ELEAGUE Arena in Atlanta on **Saturday, Dec. 1**, and **Sunday, Dec. 2**, by obtaining free tickets [here](#). On-site amenities at Turner Studios will include access to a game-focused fan experience and free concessions throughout the day.

## About ELEAGUE

ELEAGUE – formed in partnership between Turner and IMG in 2016 – is a premium esports content and live tournament brand that has aligned with some of the most popular titles in the business through its first two years: *Counter-Strike: Global Offensive* – including the hosting of two Major Championships – *League of Legends*, *Overwatch*®, *Call of Duty: Black Ops 4*, *Street Fighter*® V: *Arcade Edition*, *Super Smash Bros. Ultimate*, *Dota 2*, *Injustice 2*, *Rocket League*, *TEKKEN*® 7 and *Formula E*. With a focus on innovative production capabilities, storytelling and exploring compelling narratives surrounding star teams and players, ELEAGUE has generated record levels of engagement with its content and positive reaction throughout the esports community.

## About Rocket League

Winner or nominee of more than 150 “Game of the Year” awards, **Rocket League** is one of the most critically-acclaimed sports games of our generation. Boasting a community of more than 51 million players, **Rocket League** is a high-powered hybrid of arcade-style soccer and vehicular mayhem with easy-to-understand controls and fluid, physics-driven competition. Available on Nintendo Switch™, PlayStation®4 computer entertainment system, Xbox One, Windows PC, Mac, and SteamOS via Steam, **Rocket League** includes more than 500 trillion possible customization combinations, a fully-featured offline season mode, multiple game types, casual and competitive online matches, and special “Mutators” that let you change the rules entirely.

To learn more about **Rocket League**, please visit [www.RocketLeague.com](http://www.RocketLeague.com), "[Like](#)" it on Facebook, and follow it on Twitter [@RocketLeague](#) for all the latest developer updates and news.

### **About Psyonix™**

Based in San Diego, CA, [Psyonix](#) is a critically-acclaimed independent video game developer and leading experts in Unreal Engine technology. For more than 15 years, the studio has been a driving force behind some of the most successful games in the industry, including *Gears of War*, *Mass Effect 3*, *XCOM: Enemy Unknown*, *Bulletstorm*, *Unreal Tournament III*, *Unreal Tournament 2004*, and the award-winning Sports-Action hit, *Rocket League*®.

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