

ELEAGUE to Present The ELEAGUE Cup: Rocket League Feature Series & Live Tournament Action Beginning Friday, Dec. 1, Across TBS, Twitch & YouTube

Thursday, November 9, 2017



TBS Three-Part Series to Provide All-Access Coverage of Top Teams & Players Competing in *The ELEAGUE Cup: Rocket League*

Turner and IMG's **ELEAGUE** will enter the sports-action video game space for the first time to bring fans ***The ELEAGUE Cup: Rocket League***, a feature series presented on **TBS** with live gameplay featured on **Twitch** and **YouTube**. *The ELEAGUE Cup: Rocket League* will showcase elite competition, while also shining the spotlight on engaging narratives surrounding teams, players and Rocket League®, the hit game that combines soccer with driving.

"Rocket League is such a fun and entertaining blend of creative vehicles and soccer. With competition at its core, it's also a popular esports title that resonates with audiences of all ages," said **Christina Alejandre, GM of ELEAGUE and VP of esports, Turner Sports**. "We're very excited to feature this compelling game as we further expand our ELEAGUE portfolio and provide immersive content experiences across all platforms."

The ELEAGUE Cup: Rocket League, created in partnership with independent video game developer and publisher **PSYONIX**, will begin **Friday, Dec. 1, at 2 p.m. ET** with a live invitational tournament on **Twitch** and **YouTube**. ELEAGUE will invite the world's best eight teams - based on their performances at the elite level of pro competition - to play in *The ELEAGUE Cup: Rocket League* live tournament. In the spirit of international soccer competitions, two four-team groups will each play a round robin with the top two finishers from each group moving on to a single-elimination playoff. Live tournament

coverage will continue **Saturday, Dec. 2**, and **Sunday, Dec. 3**, starting at **2 p.m.** on [Twitch](#) and [YouTube](#). Teams will compete live from **ELEAGUE Arena at Turner Studios in Atlanta** for **\$150,000** in prize money.

TBS will also present a three-episode feature series documenting the game's most accomplished teams and players as they compete at the highest level, including their journey through *The ELEAGUE Cup: Rocket League*. The series will premiere **Friday, Dec. 1**, at **10 p.m. ET/PT** on **TBS**, with the second and third editions airing at the same time each of the following two Fridays (**Dec. 8** and **Dec. 15**).

LIVE GAMEPLAY
FRI DEC.1
SAT DEC.2
SUN DEC.3
2 PM ET **twitch** **YouTube** **GAMING**

FEATURED SERIES
FRI DEC.1
FRI DEC.8
FRI DEC.15
10 PM ET/PT **tbs**

About ELEAGUE

ELEAGUE is the premium esports tournament and content brand formed in partnership between Turner and IMG that officially launched in 2016. A leader in the delivery of live event experiences, ELEAGUE content is regularly showcased on TBS and widely distributed across digital platforms including Twitch, YouTube and ELEAGUE.com. Over its first two years, ELEAGUE has produced and staged three season-long competitions featuring *Counter-Strike: Global Offensive*, along with the first-ever *Overwatch® Open*. As recognition of its industry-wide impact, ELEAGUE was awarded its first-ever *CS:GO Major* in January 2017. The *ELEAGUE Major Grand Final* set a new all-time Twitch record with more than one million concurrent streams, and a total reach of over 3.6 million viewers throughout the course of the event. ELEAGUE received a Sports Emmy® nomination for Outstanding Studio Design and Art Direction in March 2017. In August 2017, ELEAGUE made its first entry into feature-length premium episodic content with the launch of *ELEAGUE | Road To The International Dota 2 Championships*. ELEAGUE also actively engages with the amateur gaming community, including hosting the *GEICO ELEAGUE Amateur Series*. It is currently holding the *ELEAGUE Injustice 2 World Championship*, with the Championship round presented live tomorrow at 10 p.m. on TBS. ELEAGUE's record-setting *ELEAGUE Major* in 2017 built momentum for the brand to receive a second *CS:GO Major* bid, with the *ELEAGUE Major: Boston* set for early 2018.

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 37 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 Xbox One,

PlayStation®4 computer entertainment system, Windows PC, Mac, and SteamOS via Steam, and coming soon for Nintendo Switch™, **Rocket League** includes more than 100 billion 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, “Like” it on Facebook, and follow it on Twitter [@RocketLeague](https://twitter.com/RocketLeague) for all the latest developer updates and news.

ABOUT PSYONIX

Based in San Diego, CA, [Psyonix](http://www.Psyonix.com) 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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