

The ELEAGUE Cup: Rocket League Live Tournament Action to Feature Elite Teams in \$150,000 Showdown Beginning Friday, Dec. 1, at 2 p.m. ET on Twitch

Tuesday, November 28, 2017



TBS Feature Series to Provide All-Access Look at the Competition, Teams & Players;

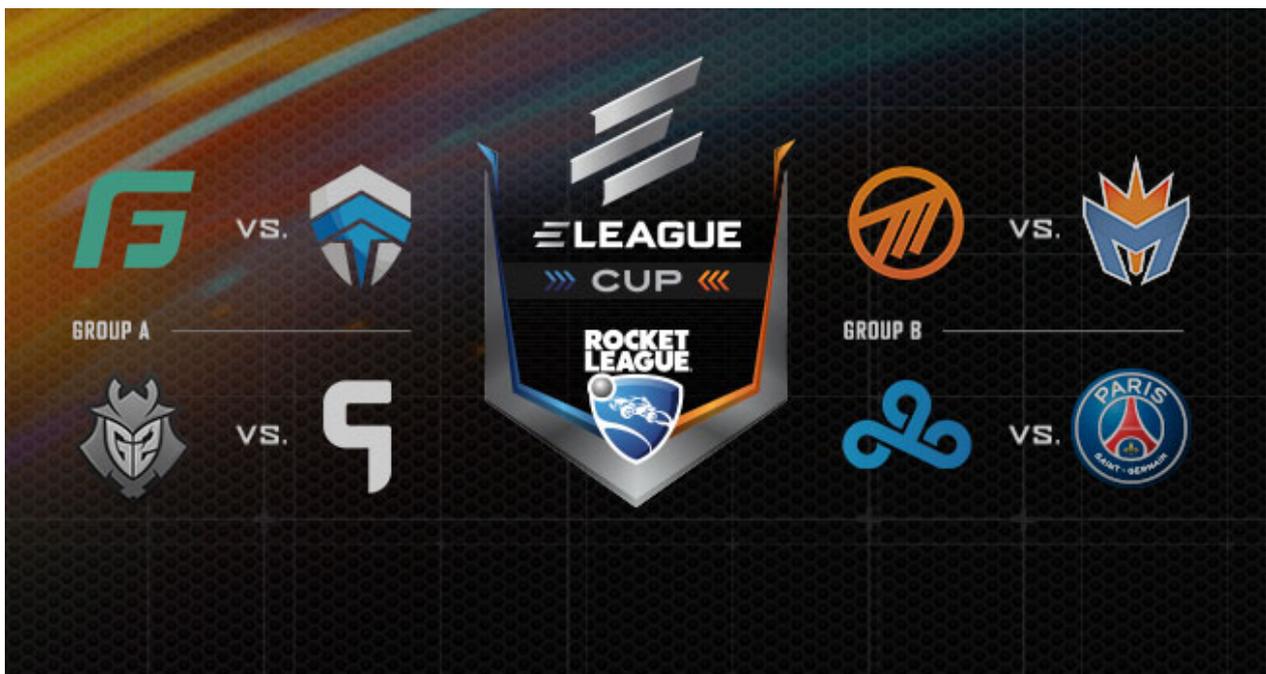
Set to Debut Friday, Dec. 1, at 10 p.m. ET/PT

Turner and IMG's **ELEAGUE** will kick off *The ELEAGUE Cup: Rocket League*, an invitational tournament and televised feature series, with the first live matches between the world's best *Rocket League* teams beginning **Friday, Dec. 1, at 2 p.m. ET** on [Twitch](#). TBS will also televise a three-part *The ELEAGUE Cup: Rocket League* feature series beginning **Friday, Dec. 1, at 10 p.m. ET/PT**, with the premiere episode bringing fans an all-access look at the teams and players vying for the event's **\$150,000** prize pool. Click [HERE](#) to preview the first episode of the feature series.



Friday's debut episode of the TBS feature series will set the stage for *The ELeague Cup: Rocket League* by introducing viewers to the teams competing, as well as familiarizing newcomers with how Rocket League's non-stop action has quickly made it one of the world's most exciting esports. In addition, the show will include sit-down conversations with superstar players and take audiences on location with legendary player **Cameron "Kronovi" Bills of G2 Esports**. Additional TBS episodes centered on *The ELeague Cup: Rocket League* will be televised **Friday, Dec. 8**, and **Friday, Dec. 15**, at **10 p.m. ET/PT**.

Live tournament action will continue **Saturday and Sunday, Dec. 2-3**, from **ELeague Arena at Turner Studios in Atlanta**, with live coverage beginning each day at **2 p.m.** on [Twitch](https://www.twitch.tv). Coverage of each match will be hosted by **Richard Lewis** with game commentary and studio analysis from **Caleb "WavePunk" Simmons, Michael "Achieves" Williams, Kevin "FindableCarpet" Brown, Adam "Lawler" Thornton** and **Alex "Goldenboy" Mendez**.



The live tournament will feature eight of the world's best teams including *Rocket League Championship Series Season 4* winners **Gale Force eSports**, along with **Method**, **Cloud9**, **G2 Esports**, **PSG eSports**, **Ghost Gaming**, **Mock-it eSports** and **Chiefs eSports Club**. Free tickets to attend the live competition in Atlanta as part of a studio audience on Saturday and Sunday can be obtained [here](#). More details including rules for tournament play can be found in the [official rulebook](#).

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 has continued to expand its portfolio of titles for the *ELEAGUE Injustice 2 World Championship* and *The ELEAGUE Cup: Rocket League*. 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](#) 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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