

# The ELEAGUE Cup: Rocket League Feature Series Continues Friday, Dec. 15, at 10 p.m. ET/PT on TBS

Thursday, December 14, 2017



**Third of Four Episodes Follows Rocket League Teams**

**Through Elimination Rounds of \$150,000 ELEAGUE Cup**

Turner and IMG's **ELEAGUE** will give fans a front row seat to the final group stage and first playoff matches of **The ELEAGUE Cup: Rocket League**, when it returns with the third edition of a four-part feature series **Friday, Dec. 15, at 10 p.m. ET/PT on TBS.**

Click [HERE](#) for a preview of the episode.

The third and penultimate episode will feature an in-depth look at **G2 Esports'** rise to prominence in the North American professional scene, as they face the most recent Rocket League Championship Series winners **Gale Force eSports** in a duel for playoff position at ELEAGUE. The show will continue to offer all-access features on each team contending for the tournament's title and \$70,000 first place prize, as well as each of the intense playoff matches until the last two teams remain, ready to play in the Grand Final.

*The ELEAGUE Cup: Rocket League* will conclude with the finale episode **Saturday, Dec. 23, at Midnight on 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 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](http://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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