
ELEAGUE to Conclude 2017 with Consecutive Weeks of TBS Feature Shows Including The ELEAGUE Cup: Rocket League & ELEAGUE: Year In Review Special

Thursday, December 21, 2017

Turner & IMG's ELEAGUE will serve fans some holiday cheer in the form of two upcoming feature programs on **TBS**, beginning with the anticipated finale of **The ELEAGUE Cup: Rocket League, Friday, Dec. 22**, at **Midnight ET/PT** (early Saturday morning). The conclusion of the four-part feature series will take fans inside the Grand Final of the \$150,000 tournament, showcasing interviews with star players and behind-the-scenes access to the high stakes match between **G2 eSports** and **Gale Force eSports**.

Additionally, TBS will revisit a collection of fan favorite ELEAGUE moments in 2017 with **ELEAGUE: Year In Review, Friday, Dec. 29**, at **12:30 a.m. ET/PT** (early Saturday morning). The two-hour special will celebrate the historic *ELEAGUE Major* Grand Final, intense rivalries from the *ELEAGUE Street Fighter® V Invitational* and more. Click [HERE](#) to preview the show.

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 38 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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