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# Tensions Rise as ELEAGUE The Challenger: Street Fighter® V Continues with Double Elimination Episode, Friday, May 11, at 11 p.m. ET/PT on TBS

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Thursday, May 10, 2018

Turner and IMG's **ELEAGUE** will premiere the fourth episode of its first reality television series – **ELEAGUE The Challenger: Street Fighter® V** – with four competitors remaining in contention for a spot in the upcoming *ELEAGUE Street Fighter V Invitational* and a shot at its **\$250,000** prize pool. Drama will continue to boil over as **two players are eliminated** in this penultimate edition of the five-part show, set to air **Friday, May 11, at 11 p.m. ET/PT on TBS**.

A preview is available by clicking [here](#).

The one-hour show will be highlighted by two elimination challenges as the group whittles itself down from four to two players. The first will be a team competition with a twist, in which players will pair up and test the depth of their character pools by collectively barring themselves from using any character more than once. Later, the three remaining players will face off in a round-robin showdown. The episode will also feature a humorous attempt to calm on-edge nerves and return the relaxed dynamic of episodes past with a “Goat Yoga” session (seen in the preview clip above).

*The Challenger* will then conclude on **TBS** with the thrilling final episode as the winner will be determined, **Friday, May 18 at 11 p.m. ET/PT**.

## About ELEAGUE

ELEAGUE – formed in partnership between Turner and IMG – is a premium esports content and live tournament brand that has aligned with some of the most popular esports titles in the business through its first two years: *Counter-Strike: Global Offensive* – including having hosted two Major Championships – *Overwatch®*, *Street Fighter® V: Arcade Edition*, *Dota 2*, *Injustice 2*, *Rocket League*, *Formula E* and *TEKKEN® 7*. 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 since its launch in 2016.

## About Capcom

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment for game consoles, PCs, handheld and wireless devices. Founded in 1983, the company has created hundreds of games including ground-breaking franchises *Resident Evil®*, *Street Fighter®*, *Monster Hunter™*, *Ace Attorney®*, *Mega Man®* and *Devil May Cry®*. Capcom maintains operations in the U.S., Canada, U.K., France, Germany, Tokyo, Taiwan, Hong Kong and Korea, with corporate headquarters located in Osaka, Japan. More information about Capcom and its products can be found at [www.capcom.com](http://www.capcom.com) or [www.capcom-unity.com](http://www.capcom-unity.com).

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