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# ELEAGUE to Feature High-Stakes Playoff Rounds from Recent Rocket League Tournament in Three-Part TBS Series

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Thursday, December 13, 2018

**Shows to Highlight World's Elite Teams Facing Off, Beginning with NRG vs. We Dem Girlz, Tomorrow, Friday, Dec. 14, at 11 p.m. ET/PT on TBS**

Turner & IMG's **ELEAGUE**, in partnership with **Psyonix**, will showcase the best moments and most exciting plays from its recent professional tournament for **Rocket League** – the high-powered hybrid of arcade-style soccer and vehicular mayhem – beginning tomorrow, **Friday, Dec. 14, at 11 p.m. ET/PT on TBS**. The three-episode series will include behind-the-scenes player interviews, as well as highlights from the semifinal and Grand Final rounds of the recent *ELEAGUE Cup: Rocket League 2018*, in which eight top-ranked teams competed for a **\$150,000** purse.

Click [here](#) to preview the first episode of ELEAGUE Cup: Rocket League 2018.

The series' first episode will relive the action from ELEAGUE Arena just ahead of the event's first semifinal match. That showdown saw popular North American team **NRG** take on **We Dem Girlz** – an independent European team managed by its players – with a trip to ELEAGUE's Grand Final at stake.

ELEAGUE's three-part series will then continue **Friday, Dec. 21**, with the second semifinal, and will feature the tournament's Grand Final match in the **Friday, Dec. 28** finale.

**About ELEAGUE**

ELEAGUE - formed in partnership between Turner and IMG in 2016 - is a premium esports content and live tournament brand that has aligned with some of the most popular titles in the business through its first two years: *Counter-Strike: Global Offensive* - including the hosting of two Major Championships - *League of Legends*, *Overwatch®*, *Call of Duty: Black Ops 4*, *Street Fighter® V: Arcade Edition*, *Super Smash Bros. Ultimate*, *Dota 2*, *Injustice 2*, *Rocket League*, *TEKKEN® 7* and *Formula E*. 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.

### **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 52 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 Nintendo Switch™, PlayStation®4 computer entertainment system, Xbox One, Windows PC, Mac, and SteamOS via Steam, **Rocket League** includes more than 500 trillion 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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