
The ELEAGUE Cup: Rocket League Feature Series Continues Friday, Dec. 8, at 10 p.m. ET/PT on TBS

Wednesday, December 6, 2017

Second of Four Episodes to Chronicle Rocket League Teams

Competing for the Playoffs During Inaugural ELEAGUE Cup

ELEAGUE, the premium esports tournament and content brand from Turner and IMG, will document the intense competition and behind-the-scenes moments as the eight best *Rocket League* teams in the world face off during the first two rounds of the group play stage in **The ELEAGUE Cup: Rocket League**, when it continues **Friday, Dec. 8, at 10 p.m. ET/PT on TBS**.

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

The hour-long second installment of the four-part feature series will follow the first two group stage rounds of the *ELEAGUE Cup: Rocket League*, giving fans complete access to the players and teams as they face off for a chance at the largest share of the event's **\$150,000** prize pool. The show will also provide an in-depth look at **Chiefs eSports Club**, the most prominent team from the Oceania region to compete at *Rocket League*'s professional level. ELEAGUE cameras will capture the challenges of building an esports legacy, as the team looks to become the first from Oceania to record a top-four finish at a major international LAN event.

The ELEAGUE Cup: Rocket League will continue with the third episode next **Friday, Dec. 15**, followed by the finale **Friday, Dec. 22**, both at **10 p.m.** 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, “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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