



Psyonix and WWE® Announce Rocket League® Partnership

05/17/2017

SAN DIEGO & STAMFORD, Conn.--(BUSINESS WIRE)-- Psyonix, creators of the sports-action hit Rocket League®, and WWE (NYSE: WWE) today announced a partnership that will provide Rocket League with significant visibility and consumer engagement across WWE's global platforms, including television, digital and social media, and on WWE Network, WWE's direct-to-consumer streaming service.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20170517005796/en/>

Rocket League will be a presenting partner of two upcoming pay-per-view events including this Sunday's *Backlash*®, as well as *Great Balls of Fire*™ on Sunday, July 9. Rocket League will also be a promotional partner of WWE's biggest event of the summer, *SummerSlam*®, on Sunday, August 20. Rocket League creative will air across WWE Network, WWE's digital and social channels, and on WWE's flagship TV programs *Monday Night Raw*® and *SmackDown*® Live on USA Network. The award-winning game currently boasts a community of more than 31 million players, and through this new partnership, fans at upcoming WWE live events will have the opportunity to experience and play Rocket League at arenas across the U.S.

"The integrated partnership with Psyonix will provide Rocket League with an opportunity to utilize WWE's global platforms and reach our passionate fan base, many of whom are avid gamers," said John Brody, WWE Executive Vice President, Global Sales & Partnerships. "We look forward to working with Rocket League as we collectively build customized one-stop shopping programs to reach their consumers."

"As WWE fans ourselves, we are well aware of WWE's strong capabilities as a strategic marketing partner," said Jeremy Dunham, Vice President, Publishing, Psyonix. "WWE has proven time and again that they know how to execute fantastic integrated programming, and with an audience that has similar interests to our own, it was only natural that we team up to see what we could do together."

Additional aspects of the partnership include: WWE's popular YouTube gaming channel UpUpDownDown, which just surpassed 1 million subscribers dedicating six episodes to Rocket League, hosted by WWE Superstar Xavier Woods™. Rocket League will also be the presenting partner of the newly announced WWE Women's Tournament, where for the first time in WWE history, 32 of the top female competitors from 17 countries will participate in a tournament this summer airing on WWE Network.

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 31 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 digitally on Xbox One, PlayStation®4 computer entertainment system, and Windows PC, Mac, and SteamOS via Steam, **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** 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®*.

About WWE

WWE, a publicly traded company (NYSE: WWE), is an integrated media organization and recognized leader in global entertainment. The company consists of a portfolio of businesses that create and deliver original content 52 weeks a year to a global audience. WWE is committed to family friendly entertainment on its television programming, pay-per-view, digital media and publishing platforms. WWE programming reaches more than 650 million homes worldwide in 20 languages. WWE Network, the first-ever 24/7 over-the-top premium network that includes all live pay-per-views, scheduled programming and a massive video-on-demand library, is currently available in more than 180 countries. The company is headquartered in Stamford, Conn., with offices in New York, Los Angeles, London, Mexico City, Mumbai, Shanghai, Singapore, Dubai, Munich and Tokyo.

Additional information on WWE (NYSE: WWE) can be found at wwe.com and corporate.wwe.com. For information on our global activities, go to <http://www.wwe.com/worldwide/>

Trademarks: All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners.

Forward-Looking Statements: This press release contains forward-looking statements pursuant to the safe harbor provisions of the Securities Litigation Reform Act of 1995, which are subject to various risks and uncertainties. These risks and uncertainties include, without limitation, risks relating to: WWE Network; major distribution agreements; our need to continue to develop creative and entertaining programs and events; the possibility of a decline in the popularity of our brand of sports entertainment; the continued importance of key performers and the services of Vincent K. McMahon; possible adverse changes in the regulatory atmosphere and related private sector initiatives; the highly competitive, rapidly changing and increasingly fragmented nature of the markets in which we operate and greater financial resources or marketplace presence of many of our competitors; uncertainties associated with international markets; our difficulty or inability to promote and conduct our live events and/or other businesses if we do not comply with applicable regulations; our dependence on our intellectual property rights, our need to protect those rights, and the risks of our infringement of others' intellectual property rights; the complexity of our rights agreements across distribution mechanisms and geographical areas; potential substantial liability in the event of accidents or injuries occurring during our physically demanding events including, without limitation, claims relating to CTE; large public events as well as travel to and from such events; our feature film business; our expansion into new or complementary businesses and/or strategic investments; our computer systems and online operations; a possible decline in general economic conditions and disruption in financial markets; our accounts receivable; our revolving credit facility; litigation; our potential failure to meet market expectations for our financial performance, which could adversely affect our stock; Vincent K. McMahon exercises control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares are eligible for sale by the McMahons and the sale, or the perception of possible sales, of those shares could lower our stock price; and the relatively small public "float" of our Class A common stock. In addition, our dividend is dependent on a number of factors, including, among other things, our liquidity and historical and projected cash flow, strategic plan (including alternative uses of capital), our financial results and condition, contractual and legal restrictions on the payment of dividends (including under our revolving credit facility), general economic and competitive conditions and such other factors as our Board of Directors may consider relevant. Forward-looking statements made by the Company speak only as of the date made and are subject to change without any obligation on the part of the Company to update or revise them. Undue reliance should not be placed on these statements. For more information about risks and uncertainties associated with the Company's business, please refer to the "Management's Discussion and Analysis of Financial Condition and Results of Operations" and "Risk Factors" sections of the Company's SEC filings, including, but not limited to, our annual report on Form 10-K and quarterly reports on Form 10-Q.

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