

MARVEL Super War Esports Takes Off In Australia

ESL Gaming Thursday, October 15th, 2020

Two tournaments held on Australian servers see hundreds of new MOBA fans dip their toes into esports

Contact Profile

Sydney, Australia, 15 October 2020 - After a weekend of mobile MOBA action, one team has emerged as the champions of ESL Australia's recent *MARVEL Super War* launch tournament series. The team, "PT2" defeated competitors from across Australia & New Zealand online in matches of Marvel's first mobile MOBA title, *MARVEL Super War*.

Overall Champions - PT2:

MrEggplant (Australia)

Kyo (Australia)

lequadz (Australia)

Rancid (Australia)

RebirthAnarchy (Australia)

Team captain Victor "MrEggplant" K. said this about the tournament: "It feels great to come out on top amongst some strong competition. Thanks to ESL for running such an event, I hope to see *MARVEL Super War* esports continue to get bigger here."

"After an incredible showing recently by other Oceanic Multiplayer Online Battle Arena (MOBA) teams overseas, like Legacy Esports, there's never been a better time to be competing in the MOBA scene here." Said Ben Green, Publisher Development Lead at ESL. "We're excited to watch these teams continue their journey in competitive *MARVEL Super War*, and congratulate all players that took part in our launch tournament series."

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For media assets, please click here:

<https://drive.google.com/drive/folders/1-Zcbc0By80TyTA7H22DgrEya0TgOlcsp?usp=sharing>

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**MARVEL Super War* is currently available in countries and regions including South Korea, Japan, Australia, New Zealand, Thailand, the Philippines, Indonesia, Singapore, Malaysia, Hong Kong, Taiwan, Macao, and India. This game is not a global release title.

About Marvel Entertainment

Marvel Entertainment, LLC, a wholly-owned subsidiary of The Walt Disney Company, is one of the world's most prominent character-based entertainment companies, built on a proven library of more than 8,000 characters featured in a variety of media for over eighty years. Marvel utilizes its character franchises in entertainment, licensing, publishing, games, and digital media. For more information visit marvel.com. © 2020 MARVEL

About NetEase Games

NetEase Games is the online games division of NetEase, Inc.(NASDAQ:NTES), developing and operating some of the most popular PC-client and mobile games in China. As one of the world's largest incubators of quality online game content, NetEase Games is dedicated to supporting the growth of innovative

ESL Gaming

ESL, a part of the international digital entertainment group MTG, is the world's largest independent esports company, leading the industry across the most popular video games with numerous online and offline competitions. It operates high profile, branded international and national leagues and tournaments such as the Intel® Extreme Masters, ESL One, ESL National Championships and other top tier stadium-size events, as well as grassroots amateur cups, leagues and matchmaking systems. ESL covers a broad field of services in gaming technology, event management, advertising and television production, fully catering to the needs of the esports ecosystem. With offices in North America, Germany, Russia, France, Poland, Spain, China, and partners in many other countries, it has a truly global footprint (www.eslgaming.com).

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studios around the globe and growing an international presence along the way. To complement its self-developed games and world-class R&D capabilities, NetEase Games also partners with other industry leaders, including Blizzard Entertainment, Mojang AB (a Microsoft subsidiary), and other global game developers to operate some of the most popular international online games in China.

About ESL

ESL is the world's largest esports company. Founded in 2000, ESL has been shaping the industry across the most popular video games with numerous online and offline esports competitions. The company operates high profile, branded international leagues and tournaments under the ESL Pro Tour including ESL One, Intel® Extreme Masters, ESL Pro League, and other premier stadium-size tournaments, to more clearly define the path from zero to hero. ESL also produces the ESL National Championships, grassroots amateur cups, and matchmaking systems, creating a world where everybody can be somebody. With offices all over the world, ESL is leading esports innovation on a global scale through the combination of global ESL competitions, amateur leagues, publisher activations, and more. ESL is a part of MTG, the leading international digital entertainment group. About.eslgaming.com

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