



Press release

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GLL partners with PUBG Corporation to host GRAND SLAM: PUBG Classic in Stockholm in July 2019

Today, Stockholm-based esports company G-Loot, with its Battle Royale brand GLL, announces its partnership with PUBG Corporation (PUBG Corp.) to host a new PUBG Classic event, GLL GRAND SLAM: PUBG Classic. The multi-regional tournament for *PLAYERUNKNOWN'S BATTLEGROUNDS* (PUBG) will be held in Stockholm from July 19-21, 2019. GLL is one of the largest platforms and tournament organizers for battle royale esports competitions. With the GLL GRAND SLAM, the company is looking to attract a worldwide audience by organizing one of the largest tournaments in PUBG esports that includes 16 top teams from North America, Europe, Oceania, and Latin America.

“When we started the GLL brand a little more than one year ago the strategy was clear. We wanted to create the largest tournament in the world with the world’s most played game – *PLAYERUNKNOWN'S BATTLEGROUNDS*. We are immensely proud to announce GLL GRAND SLAM: PUBG Classic. It will be the largest tournament by us to date and we are very happy to welcome fans worldwide to follow the tournament on site in Stockholm or online,” said Simon Sundén, Vice President and Head of Esports and GLL at G-Loot.

“With previous GLL events in 2018, G-Loot has clearly demonstrated that they are among the most innovative PUBG tournament organizers in the world, and we are proud to have them as a premier partner hosting a PUBG Classic in 2019,” said Jake Sin, Global Esports Manager for PUBG Corporation. “We are thrilled to work with G-Loot to bring a world-class PUBG event to Stockholm for the first time.”

The partnership between G-Loot and PUBG Corp. was established in 2018 with multiple seasons of GLL tournaments. GLL has since evolved into a platform with several games and tournaments that are open to all, from Nations Royale and Wingman for casual players to Queue & Play and Premiere Seasons for professional players.

“The arrangement of GLL GRAND SLAM: PUBG Classic marks a milestone for G-Loot as a company and a great success for GLL. Everybody must feel that they are welcome to our arrangement. Anyone, anywhere in the world can play and compete for money in a game that they already play and love,” said Patrik Nybladh, CEO of G-Loot.

GLL GRAND SLAM will take place at the Nordic region’s largest exhibition center: Stockholmsmässan, and tickets will go on sale starting March 14th. For more information about tickets and schedule please visit www.grandslam.gg.

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About GLL & G-Loot

GLL is a competitive esports platform and tournament organizer, arranging tournaments and leagues for the game *PLAYERUNKNOWN'S BATTLEGROUNDS* (PUBG). GLL hosted its first tournament in 2017 and has since become one of the most well-renowned tournament organizers and one of the most competitive platforms in PUBG.

The brand GLL is owned by G-Loot, an esports company with headquarters in Stockholm, Sweden. G-Loot was founded in 2013 by Patrik Nybladh. G-Loot is a unique player-to-player platform that has been on the market since 2015. G-Loot today has over 40 employees based in Stockholm and is one of Europe's fastest growing esports companies and has received over \$40m USD in investment.

About PUBG Corporation (PUBG Corp.)

PUBG Corp., a member of the KRAFTON game union (formerly Bluehole Inc.), began as Bluehole Ginno Games, Inc. in 2009 and later renamed to PUBG Corp. in 2017. PUBG Corp. is the publisher and developer of the 2017 blockbuster battle royale video game, *PLAYERUNKNOWN'S BATTLEGROUNDS* (PUBG), on multiple platforms. Since its release, PUBG has received worldwide acclaim, achieving seven Guinness World Records and winning multiple game awards worldwide.

Headquartered in Korea, PUBG Corp. has various offices globally across North America, Europe, Japan and China. With the goal of developing *PUBG* as a global franchise, the company is currently undertaking a number of projects including esports, product licensing and more. For more information about PUBG Corp., please visit www.pubg.com.