

FOR IMMEDIATE RELEASE

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the new face of quake live shoutcasting

quakeLive.TV™ set to officially launch

11:00 PM EST, May 27, 2009 – [QuakeLive.TV™](http://QuakeLive.TV), the new shoutcasting and e-sports destination for the North American Quake Live™ competitive community, is set to officially launch at 9:30PM EST, on May 31, 2009.

Established by a dedicated team of community volunteers, QuakeLive.TV seeks to provide the Quake Live community with live video streaming and shoutcasting services, exclusive coverage and interviews with the premier players and teams, top-notch Videos-On-Demand (VODs), a comprehensive and detailed match catalog, and much more. In order to be the one-stop shop for all your Quake Live competitive needs, QuakeLive.TV includes the following extensive list of key features:

- **LIVE Video-Streaming Shoutcasts** – Regularly scheduled, live video shoutcasting for the top Quake Live players and leagues, as well as pre- and post-game analysis and interviews with the players.
- **Videos-On-Demand (VODs)** – High quality, professionally-edited video recordings of each shoutcast, released a few days after the live broadcast. Download them straight to your computer or stream them through the website's integrated online Media Player.
- **Match History** – A complete and organized database of all past shoutcasts, with links to match statistics, demos, and pre- and post-game analyses by the staff.
- **Demo Box** – A community repository where players may upload, download, and watch in-game demos of matches, scrims and tournaments.

- **Featured Matches** – A showcase of the top-picked, fan-favorite VODs that represent the best of what Quake Live competition has to offer.
- **E-Sports Articles and Commentary** – Insightful, original editorials from well-respected voices within the player community.
- **News and Events Feeds** – Frequent RSS and Twitter updates on site News and Upcoming Events & Matches keeps you informed on all the latest developments.
- **Community-Centric Features** – A fully-integrated comment, poll, betting, and forums system allows users to maintain a custom profile, interact and grow the Quake Live competitive community.

The QuakeLive.TV team was originally formed through grass-roots efforts and continues to operate as a non-profit organization driven entirely by donations and volunteers. The staff grew from EnemyTerritory.TV, which focused on the Enemy Territory: Quake Wars™ North American competitive community. The ET.TV staff alone has over a year of shoutcasting experience, has covered over 100 matches, made over 70 high quality VODs and written dozens of articles and news stories. They were also the official provider of ETQW coverage at QuakeCon 2008 and intend to return even bigger and better at QuakeCon 2009. QL.TV is committed to bringing high quality content with a fresh and polished perspective to the Quake Live community.

Be sure to tune in to QuakeLive.TV on Sunday, May 31, 2009 at 9:30PM for exclusive Launch Day festivities, including pre-game commentary with Marcus “djWHEAT” Graham and our special guest shoutcaster and pro-gaming guru, Rod “slasher” Breslau.

Please note that QuakeLive.TV is not affiliated in any capacity with id Software.

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