

RESTREAM INKS DEAL WITH VK.COM FOR VIDEO GAME LIVE STREAMING PARTNERSHIP

*Streaming Service First to Officially Support European Social Network's Upcoming Live
Video Offering*

AUSTIN, Texas (September 20, 2016) — Restream (www.restream.io), a cloud-based service which lets video game live streamers and creators broadcast simultaneously to multiple platforms, announced today a live streaming partnership with Europe's leading social network VK.com. Under the deal, Restream users will be able to stream gameplay content directly to VK through the social site's upcoming proprietary live streaming service.

By connecting their Restream accounts to VK.com, video game live streamers in the U.S. and abroad have the potential to reach a larger audience on the St. Petersburg-based social network, which is available in over 80 languages and boasts over 360 million registered users with 90 million active daily users. VK will launch its live streaming feature the week of September 19 to a limited selection of top creators before opening the new video service to all users at a later date.

"Millions of active users of VK.com, the largest European social network, discuss and follow their favourite games and key gaming events, including E3 press conferences, PlayStation Meeting, the International *Dota 2* Championships, *League of Legends* All-Star Event, etc. Now we are launching a brand new product for them — a live streaming service," explains Alexander Schepilov, Gaming and eSports Manager at VK. "People will be able not only to broadcast their gameplay, but also to communicate with friends and followers and raise money using familiar interface and all the social network's capabilities. Restream is the leading service that will introduce our new product to the international gaming & eSports audience. We have no doubt that users all over the world will be be happy to use our service on a regular basis."

"Our partnership with VK.com is a great opportunity for creators/streamers to go to the European market and engage new followers from the site's 100 million+ audience," says Restream co-founder and CEO Alexander Khuda.

Live streamers can sign up for Restream's multicasting services by visiting www.restream.io.

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About Restream

Founded in January 2015 by Alexander Khuda and Andrey Surzhynskyi, Restream helps video game live streamers and content creators distribute live video concurrently to multiple platforms

such as YouTube, Twitch, Beam, and Hitbox, so they don't have to broadcast to one streaming service at a time. Restream, which is headquartered in Austin, Texas, has delivered more than 4 million live streams and broadcasts via its cloud-based multicasting servers since its launch. To learn more about the brand, visit www.restream.io.

PRESS CONTACT:

Bree Brouwer

bree@breebrouwer.com / (602) 730-4799

Press Kit: https://restream.io/press_kit