

Huya Inc.

Huya Announces Launch of a New Team in the Overwatch League(TM)

GUANGZHOU, China, Sept. 7, 2018 /PRNewswire/ -- HUYA Inc. ("Huya" or the "Company") (NYSE:HUYA), a leading game live streaming platform in China, today announced that it will operate a newly-established e-sports team and join the Overwatch League™, the first major global professional e-sports league with city-based teams across Asia, Europe, and North America. This Chengdu-based new team will join the Overwatch League for the start of its 2019 season. This business collaboration between Huya and the Overwatch League reaffirms Huya's strategic focus on e-sports.

"We just capped an amazing inaugural Overwatch League season, crowning our first-ever Grand Finals champion in front of a sold-out crowd of dedicated and passionate fans," said Mr. Pete Vlastelica, president and CEO of Activision Blizzard Esports Leagues. "Now, as we look forward to the 2019 season and beyond, we're adding eight new teams that will help us grow our league in important regions around the globe. We know that the difference between a good league and a great league is its owners, and we set a high bar for our first season with the caliber of ownership groups. Every one of these expansion franchises cleared that bar and will make our league even better."

"We're delighted to establish a deep partnership with the Overwatch League," said Mr. Henry Sha, Chief Financial Officer of Huya. "We're excited by the growth potential of e-sports, and we're looking forward to leveraging our gaming expertise and capabilities. As a leader in China's game live streaming industry, we think we can help grow the popularity of the Overwatch League by providing unique resources and a large viewer base. We believe our team in Chengdu will demonstrate Huya's focus on the global e-sports industry and will further expand e-sports awareness and participation of Chinese gaming enthusiasts."

About HUYA Inc.

HUYA Inc. is a leading game live streaming platform in China with a large and active game live streaming community. The Company cooperates with e-sports event organizers, as well as major game developers and publishers, and has developed e-sports live streaming as one of the most popular content genres on its platform. The Company has created an engaged, interactive and immersive community for game enthusiasts of China's young generation. Building on its success in game live streaming, Huya has also extended its content to other entertainment content genres. Huya's open platform also functions as a marketplace for broadcasters and talent agencies to congregate and closely collaborate with the Company.

About the Overwatch League™

The Overwatch League™ is the first major global professional esports league with city-based teams across Asia, Europe, and North America. Overwatch® was created by globally acclaimed publisher Blizzard Entertainment (a division of Activision Blizzard—Nasdaq: ATVI), whose iconic franchises have helped lay the foundations and push the boundaries of professional esports over the last 15 years. The latest addition to Blizzard's stable of twenty-two #1 games,^[1] Overwatch was built from the ground up for online competition, with memorable characters and fast-paced action designed for the most engaging gameplay and spectator experiences. To learn more about the Overwatch League, visit www.overwatchleague.com.

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[1] Sales and/or downloads, based on internal company records and reports from key distribution partners.

Safe Harbor Statement

This announcement contains forward-looking statements. These statements are made under the "safe harbor" provisions of the U.S. Private Securities Litigation Reform Act of 1995. These forward-looking statements can be identified by terminology such as "will," "expects," "anticipates," "future," "intends," "plans," "believes," "estimates" and similar statements. Among other things, the business outlook and quotations from management in this announcement, as well as Huya's strategic and operational plans, contain forward-looking statements. Huya may also make written or oral forward-looking statements in its periodic reports to the U.S. Securities and Exchange Commission ("SEC"), in its annual report to shareholders, in press releases and other written materials and in oral statements made by its officers, directors or employees to third parties. Statements that are not historical facts, including statements about Huya's beliefs and expectations, are forward-looking statements. Forward-looking statements involve inherent risks and uncertainties. A number of factors could cause actual results to differ materially from those contained in any forward-looking statement, including but not limited to the following: Huya's goals and strategies; Huya's future business development, results of operations and financial condition; the expected growth of the game live streaming market the expectation regarding the rate at which to gain active users, especially paying users; Huya's ability to monetize the user base; fluctuations in general economic and business conditions in China and assumptions underlying or related to any of the foregoing. Further information regarding these and other risks is included in Huya's filings with the SEC. All information provided in this press release and in the attachments is as of the date of this press release, and Huya does not undertake any obligation to update any forward-looking statement, except as required under applicable law.

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