

# Global Gaming League's Inaugural Event "EVERYBODY GAMES" Ignites Las Vegas with Star-Studded Competition

*Nick Cannon, Alli Webb, and T-Pain were among attendees at The Global Gaming League's groundbreaking event, blending gaming, music, fashion, and culture.*

LAS VEGAS, NV, UNITED STATES, August 13, 2024 /EINPresswire.com/ -- This past weekend, the [Global Gaming League \(GGL\)](#) made its highly anticipated debut with the "EVERYBODY GAMES" private exhibition event, held at the world-renowned HyperX Arena in Las Vegas. The event, which took place on August 10, 2024, marked a significant milestone in the evolution of gaming culture, bringing together a unique blend of celebrity, fashion, and entertainment to showcase the universal appeal of gaming.

Founded by Clinton Sparks, a Grammy-nominated DJ, producer, and entrepreneur known for his ability to seamlessly blend music, culture, and entertainment, GGL is set to redefine the gaming landscape. With a mission to unite different cultures and communities through the power of gaming, "EVERYBODY GAMES" served as the perfect launchpad for this groundbreaking league.

[IMAGES AVAILABLE HERE](#)

The evening began with a red carpet featuring a who's who of the entertainment and sports world. Celebrities like Soulja Boy, who has long been an advocate for gaming culture, 7-time Mr. Olympia winner Flex Lewis, Drybar founder and Shark Tank investor Alli Webb, Olympic gold



medalist LaShawn Merritt, music icons T-Pain and Jermaine Dupri, and social media stars Bryce Hall, Tommy Unold, Kanel Joseph and controversial streamer Fousey, among others. The red carpet buzzed with excitement as these influential figures mingled and posed for photos, setting the tone for a night of high-energy entertainment.

Inside the HyperX Arena, the atmosphere was electric as the audience, filled with gaming enthusiasts, influencers, and media personalities, mingled, captured content and took their seats. The night kicked off with inspiring opening remarks from Songwriter Hall of Fame inductee Jermaine Dupri, who emphasized the importance of gaming as a cultural force that transcends traditional boundaries, followed by a Paris fashion runway-style show by FNK Studios highlighting the GGL's unique style in apparel.

Hosted by Nick Cannon, the main event featured a series of intense gaming matchups that pitted celebrity-led teams against each other in a variety of popular game genres, including Sports (NBA 2K), Fighting Game (Tekken), Retro (Tetris) and First-Person Shooter (Call of Duty). T-Pain's Nappy Boy Gaming faced off against TikTok sensation Bryce Hall's Hall Pass Gaming in a thrilling showdown that kept the audience on the edge of their seats. The competitive spirit was palpable as each team battled for supremacy, showcasing both skill and strategy while talking smack to each other causing the audience to erupt with cheering and laughter.

The halftime show was nothing short of spectacular, with Soulja Boy taking the stage for an exhilarating performance that had the entire arena on their feet. His energetic set not only provided a musical interlude but also underscored the event's seamless integration of gaming and music, two cultural pillars that GGL aims to unite.

As the competition heated up, it became clear that T-Pain's Nappy Boy Gaming had the upper hand. In the final rounds, they secured a decisive victory, with team member DanRue earning the coveted MVP title for his outstanding performance. In the days leading up to the event, Bryce Hall upped the stakes, challenging T-Pain to a \$10,000 wager, with the winnings going straight to the victorious team. The Nappy Boy crew walked away with the check, fueling their future as a team and embodying the true spirit of GGL—where the competition is fierce, and the rewards are all about elevating the game.

The guest list for "EVERYBODY GAMES" was a testament to the league's wide-reaching influence, drawing a diverse crowd of celebrities, influencers, athletes, and gaming fans. From Soulja Boy and Alli Webb to LaShawn Merritt and podcast sensation Sean Mike Kelly, the event brought together a dynamic mix of personalities, all united by gaming. This eclectic gathering of talent highlighted the GGL's mission to bring people from different walks of life together through the joy of gaming.

Clinton Sparks, the CEO and visionary behind GGL, expressed his enthusiasm for the league's future, stating, "Gaming has the unique ability to bring people together from all walks of life. EVERYBODY GAMES was a shining example of how we can unite different cultures through

gaming and entertainment. The esports and gaming industry is disconnected from pop culture and we are excited to change that with the Global Gaming League."

"The energy and diversity we witnessed at The Global Gaming League event is a testament to the power of gaming," continued award-winning global entrepreneur, philanthropist, and GGL Chairman of the Board Jeff Hoffman. "This event showcased not only the skill and excitement of the competition but also the unity and camaraderie that gaming can foster."

The impact of "EVERYBODY GAMES" extended beyond the gaming community, resonating with attendees like Alli Webb, who shared her newfound appreciation for the gaming world. "The Global Gaming League event was an absolute eye-opener for me in how entertaining and engaging gaming can be. I was blown away by the energy of the room and diverse, cool crowd. I think GGL is definitely on to something and I can't wait to see it expand."

As GGL looks to the future, the success of "EVERYBODY GAMES" has set the stage for a series of upcoming events and a formal launch that promises to further elevate the league's profile later this fall. Thanks to the support of partners like Solyco Capital, Kick, Zoomph, Anthem Snacks and Wahlburgers for this event, GGL continues to be committed to delivering exceptional experiences that resonate with audiences around the globe.

With its innovative approach to blending gaming, fashion, music, sports, and culture, the Global Gaming League is poised to become a major force in the entertainment world, offering audiences an unmatched experience that celebrates diversity, creativity, and competition.

For more on The Global Gaming League, visit, [www.globalgamingleague.com](http://www.globalgamingleague.com)

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#### About Global Gaming League

The Global Gaming League (GGL) is a pioneering gaming entertainment league composed of high-profile celebrity team owners with teams featuring skilled and casual gamers, popular personalities, and influencers, the GGL hosts live, in-person gaming tournaments that combine new and retro video games. The GGL is where gaming, music, fashion, celebrity and culture converge.

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