



Mobovivo launches 3-WORX Phase 2 Project

Mobovivo and 3-WORX signed phase 2 for fantasy sports mobile games.

(Calgary, Feb. 1, 2018) – Mobovivo, a subsidiary of [ePlay Digital Inc. \(CSE:EPY\)](#) announced a new agreement today for a second phase of development on advanced sports games and features to be added to 3-WORX iOS and Android mobile game apps. 3-Worx has launched a subscription-based model for gaming and is adding new games to its platform with the help of Mobovivo. 3-WORX will utilize the technology, team and expertise at Mobovivo to deliver innovative technology solutions for the marketplace.

The 3-WORX Android app is available for download:

<https://play.google.com/store/apps/details?id=com.threeworx.threeworx&hl=en>

The 3-WORX iOS app is available for download:

<https://itunes.apple.com/us/app/3-worx/id1302321083?mt=8>

With over 2 billion smartphone users in the world generating more than US\$100 billion in annual gross revenue, projected to double by 2020, mobile gaming in sports and entertainment has become the bedrock of a US\$1.1 billion eSports, US\$100 billion mobile games, US\$61B sports advertising and US\$37.9 billion sports gaming market.

“With such engaged users, the 3-WORX road map, team and user-base is clear and exciting,” says Trevor Doerksen, CEO of Mobovivo. “3-WORX and Mobovivo are bringing Daily Fantasy Sports and more to the US\$37.9 billion sports gaming market.”



Mobile Games and Daily Fantasy Sports Statistics

Fantasy sports are centralized and heavily monopolized by FanDuel and DraftKings holding over 90% of Daily Fantasy Sports (DFS) market. High commission rates, lengthy verification process, unfair competition and slow withdrawal of money are problems in DFS.

Approximately 59.3 million users played fantasy sports in North America in 2017 with 39% using smartphones to play fantasy sports. The DFS market was US\$3.26B in 2016 and is estimated to



reach \$5.6 billion by 2021. Average user spending on FanDuel and DraftKings was \$41.70 per month and expected to increase.

About Mobovivo

Mobovivo is a team of TV producers and talented software engineers that turn the industries biggest threat - mobile devices pulling audiences away from TV - into their greatest asset - revenue.

Mobovivo's Real-Time Sports Game Engine supports over 100 million interactions / minute for companies like ESPN, CBS, Cineplex, TWC and Intel enabling viewers to engage with content and social daily fantasy across all screens and platforms.

Video, gamification, synced behind-the-scenes, and social media extensions entertain and capture audience data for video producers and brands.

Mobovivo is a wholly owned subsidiary of [ePlay Digital](#).

About 3-WORX

3-WORX is an up and coming company that is exploding with exciting products and innovation. The creators of 3-WORX, have teamed up to provide sports enthusiasts, fans, fantasy players, and sports bettors with cutting-edge technology and information to better enhance the overall entertainment experience.

Utilizing social media and other “quick to consumer” funnels, 3-WORX has developed an Affiliate model to promote and bring to market revolutionary gaming products. “Changing the Game” is their motto, “Changing Lives” is their goal.

Further Information

Further details are available under the Company's profile on SEDAR at www.sedar.com, and the Company's profile on the CSE's website at www.thecse.com/

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Canadian Securities Exchange (CSE): [Symbol EPY](#)

Deutsche Boerse Xetra - Frankfurt Stock Exchange: [Symbol 2NY2; WKN: A2AN4D; ISIN CA26885W1041](#)



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Forward-looking statements and information are provided for the purpose of providing information about the current expectations and plans of management of the Company relating to the future. Readers are cautioned that reliance on such statements and information may not be appropriate for other purposes, such as making investment decisions. Since forward- looking statements and information address future events and conditions, by their very nature they involve inherent risks and uncertainties. Actual results could differ materially from those currently anticipated due to a number of factors and risks. These include, but are not limited to, the Company's ability to identify and complete suitable acquisitions to further the Company's growth as well as risks associated with the Company's ability to commercialize the digital sports sectors in general such as operational risks in development, research and regulatory delays or changes in plans with respect to research projects or capital expenditures; the uncertainty of the market; the uncertainty of estimates and projections relating to costs and expenses; marketing and commercialization; loss of markets; competition; incorrect assessment of the value of any technologies acquired and failure to realize the anticipated benefits of such acquisitions; ability to access sufficient capital from internal and external sources; failure to obtain required regulatory and other approvals and changes in legislation, including but not limited to tax laws, and government regulations. Accordingly, readers should not place undue reliance on the forward- looking statements, timelines and information contained in this news release. Readers are cautioned that the foregoing list of factors is not exhaustive.

The forward- looking statements and information contained in this news release are made as of the date hereof and no undertaking is given to update publicly or revise any forward- looking statements or information, whether as a result of new information, future events or otherwise, unless so required by applicable securities laws or the Exchange. The forward-looking statements or information contained in this news release are expressly qualified by this cautionary statement.