



## ePlay's Big Shot Battle Royale Announced - Winners Get Red Carpet Invite

Users get dropped into multiplayer, last player standing, live fantasy sports scavenger game

LOS ANGELES, Feb. 19, 2019 (GLOBE NEWSWIRE) -- [ePlay Digital Inc. \(CSE:EPY\)](#) today announced *Big Shot™ Battle Royale* game to be included in *Big Shot™ Basketball* Beta Augmented Reality App. The massive multiplayer game allows head-to-head multiplayer action between Big Shot players fighting elimination during live NBA matches. *Big Shot Battle Royale™* is the only live massive multiplayer game synced to actual NBA matches. Watching basketball live or on TV is a lot more fun with *Big Shot Battle Royale*.

Big Shot players are dropped into a live NBA match to scavenge for resources and become the last player standing. Every NBA match is eligible for Battle Royale mode with 'battles' lasting approximately 3 hours. Each quarter users risk being eliminated down to the very last player standing at the end of the battle. Each *Big Shot Battle Royale™* player picks their team in Augmented Reality and real-world NBA results impact their Big Shot standing.

"We are making a special and unique multiplayer game with special prizes for NBA fans of all ages," says Trevor Doerksen, CEO of ePlay Digital. "Big Shot Battle Royale drops users into live NBA action in order to challenge others to be the last player standing at the end of the 4th quarter."

Daily *Big Shot Battle Royale™* winners receive a red carpet invite to the Big Shot launch in Los Angeles. Winners will be eligible to join sports, esports, and entertainment celebrities on the red carpet at this very special event by playing *Big Shot Battle Royale™*.

*Big Shot Battle Royale™* is like other multiplayer mobile games - combining massive multiplayer, live streaming, scavenger mode, in a last-player standing format. *Fortnite Battle Royale* revenue hit \$300 Million in 200 Days on iOS Devices on Oct. 6, 2018\*. Mobile esports is being pushed by *Fortnite Battle Royale* and other similar games. *Big Shot Battle Royale™* is the very first sports-based Battle Royale mobile game and unlike other increasing popular Battle Royale mobile games in that it is family-friendly, based on Augmented Reality, tied to prime-time TV, celebrity, and hundreds of millions of existing sports fans. Big Shot players unlock Battle Royale mode by reaching level 25 in the *Big Shot Basketball* mobile game.

The beta version of Big Shot rates 4.4 out of 5 in Apple's App Store with even more new daily challenges to be unlocked by NBA fans. In addition, the *Big Shot Swish™* and *Swish AR™* mini-games have been approved and released. Users can build their "Big Shot Roster" #bigshotroster, unlock the new challenges, and select NBA players to compete in daily fantasy challenges. Users can play Swish while they watch their selections and rosters earn them points in NBA matches. Users earn points to unlock new challenges and tips to where the best NBA players can be found in Augmented Reality.

Big Shot™ is ePlay's augmented reality esports mobile game described as Pokémon Go meets sports, esports, and entertainment. Nintendo's augmented reality game, Pokémon Go, earned USD \$84.8 million in September 2018, according to a recently released report from Sensor Tower.

The Company also announces that it has issued 500,000 share options to a consultant exercisable at \$0.10 per share and also issued an aggregate of 606,444 common shares at \$0.10 per share to consultants of the Company for services rendered - 416,944 of these shares were issued to officers and/or directors of the Company.

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Follow BigShot on [Twitter](#), [Facebook](#), and [Instagram](#)

\*<https://fortniteintel.com/2018/10/06/fortnite-battle-royale-revenue-hits-300-million-in-200-days-on-ios-devices/>

### About ePlay

ePlay Digital Inc. is a mobile game creator and publisher specializing in sports, esports and entertainment augmented reality titles, including their new flagship title Big Shot Basketball. ePlay is operated by an award-winning team of sports, gaming and esports leaders as well as broadcast and digital technology industry experts, software engineers and athletes who have brought dozens of game titles to market for companies including Time Warner Cable, ESPN, Sony Pictures, AXS TV, Intel, AXN, Fiat, CBS, and others.

ePlay's wholly owned subsidiary, Mobovivo esports specializes in augmented reality, mobile game development and mobile esports streaming.

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### Further Information

Further details are available under the Company's profile on SEDAR at [www.sedar.com](http://www.sedar.com), and the Company's profile on the CSE's website at [www.thecse.com/](http://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.

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