



VICTORY SQUARE

VICTORY SQUARE PARTNERS WITH VR/AR ASSOCIATION TO BRING GLOBAL SUMMIT TO VANCOUVER

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VANCOUVER, BRITISH COLUMBIA, CANADA (August 14, 2018) – Victory Square Technologies Inc. (“**Victory Square**” or the “**Company**”) (CSE: VST, OTC: VSQTF, FWB: 6F6) is partnering with the Virtual Reality and Augmented Reality Association (“**VRARA**”) to host the 2018 VR/AR Global Summit (the “**Global Summit**”) September 21st and 22nd at the newly-opened Parq Vancouver, a casino, entertainment and hospitality complex situated adjacent to BC Place Stadium in Vancouver.

As the premier marketplace and conference for industry leaders in immersive technology content, knowledge and creation, the Global Summit will feature dynamic keynote speakers, collaborative forums, workshops, creative hubs, demonstrations, exhibits, breakout meetings and a variety of exclusive VIP events. It will showcase the best and most interesting projects that the industry has to offer.

“Having the support from Victory Square Technologies as a Presenting Sponsor of the VR/AR Global Summit is truly an honour,” said Nathan Pettyjohn, President of the VR/AR Association. “Victory Square is helping to bring together a global community of some of the brightest minds in the VR and AR industry, as well as some of the leading brands utilizing VR and AR technologies. We’re excited to have them on board in a leadership position with our Global Summit.”

The VR/AR Global Summit boasts an impressive list of speakers from companies such as Amazon, NASA, IBM Watson, The Vatican, HTC Vive and Adobe Systems. Each marquee company will be offering their insight of how immersive technology is being used as a vital tool in the world’s most progressive companies today and how applications will only grow over the next few years.

“The VR/AR Global Summit is an impressive forum in which we can and will bolster our deepening pool of high tech incubation prospects while extending our reach and influence in the network of elite industry giants,” said Victory Square CEO Shafin Diamond Tejani. “Our immersive technologies and gaming division has already generated over 300% year-over-year growth in revenues derived from building customized games, AR/VR and immersive experiences for large global brands such as Chrysler, Intel, SONY, Paramount and TED. The VR/AR Global Summit is simply another stepping stone in building our presence and engagement at the highest levels of our industry.”

Victory Square will host the first-ever “Pitchfest” at the VR/AR Global Summit on Friday, September 21st, with eight startup finalists presenting their innovative technology and/or products to an audience of accredited global VR/AR investors dedicated to investing in game-changing entrepreneurs. After each finalist gives a three-minute presentation, one startup will be selected to receive a prize of \$15,000 USD.

It is another example of how Victory Square has used leadership in incubation and acceleration to create an immersive technology portfolio that includes companies such as Shape Immersive, Fantasy 360 Technologies Inc. (dba Immersive Tech), V2 Games & Flo Digital Inc.

“Strong growth from this segment comes from the ingenuity behind products such as Flo Digital’s Virtual Reality Test Drive Simulator for Chrysler Canada, Immersive Tech’s customized immersive pop-up experiences built for Intel and the world’s first and most spatially accurate multi-player MR experience, created by Shape Immersive and presented at TED 2018,” noted Tejani.

Tejani added that Victory Square is very pleased with the progress of its companies in their respective immersive technology portfolios as they continue to reach milestones and leverage significant market opportunities in North America and around the world.

For further information about the Company, please contact:

Investor Relations Contact - Prit Singh

Email: prit@victorysquare.com

Telephone: 905-510-7636

Media Contact - Howard Blank, Director

Email: howard@victorysquare.com

Telephone: 604-928-6066

ABOUT VICTORY SQUARE TECHNOLOGIES INC.

Victory Square Technologies is an emerging technology accelerator. Victory Square portfolio companies are disrupting every sector of the global economy including Blockchain, Artificial Intelligence, VR/AR/MR, Gaming and Payments. Victory Square has a proven process for identifying game-changing entrepreneurs and providing them with the partners, mentorship and support necessary to accelerate their growth and help them scale globally. For more information, please visit www.victorysquare.com.

ABOUT VR/AR ASSOCIATION (VRARA)

The VR/AR Association (VRARA) is an international organization designed to foster collaboration between innovative companies and people in the VR and AR ecosystem that accelerates growth, fosters research and education, helps develop industry standards, connects member organizations and promotes the services of member companies.

ABOUT THE CANADIAN SECURITIES EXCHANGE (CSE)

The Canadian Securities Exchange, or CSE, is operated by CNSX Markets Inc. Recognized as a stock exchange in 2004, the CSE began operations in 2003 to provide a modern and efficient alternative for companies looking to access the Canadian public capital markets.

FORWARD-LOOKING INFORMATION

This news release contains “forward-looking information” within the meaning of applicable securities laws relating to the outlook of the business of Victory Square, including, without limitation, statements relating to future performance by any portfolio company of the Company, the impact of any portfolio company’s performance on the Company, the strategic direction of the Company, and its goal of broadening its portfolio of interests in innovative companies. Such forward-looking statements may, without limitation, be preceded by, followed by, or include words such as “believes”, “expects”, “anticipates”, “estimates”, “intends”, “plans”, “continues”, “project”, “potential”, “possible”, “contemplate”, “seek”, “goal”, or similar expressions, or may employ such future or conditional verbs as “may”, “might”, “will”, “could”, “should” or “would”, or may otherwise be indicated as forward-looking statements by grammatical

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The Canadian Securities Exchange has neither approved nor disapproved the contents of this news release and accepts no responsibility for the adequacy or accuracy hereof.