# Victory Square Technologies Portfolio Company, GameOn Entertainment Announces J Moses as Chairman of Board of Directors

Game industry veteran spearheads the Board as the company continues to empower sports and entertainment content providers with the world's simplest and most accessible gamification platform

VANCOUVER, British Columbia, February 08, 2021 (GLOBE NEWSWIRE) --Victory Square Technologies Inc. ("Victory Square") (CSE:VST) (OTC:VSQTF) (FWB:6F6) Portfolio Company, GameOn Entertainment Technologies. ("GameOn" or" or the "Company") the leader in providing consumers, broadcasters, sportsbooks and partners with interactive, social experiences around sports, TV and live events, is pleased to announce J Moses as the Chairman of its Board of Directors.

The Board of Directors includes GameOn Entertainment Technologies CEO Matt Bailey, J Moses (chairman) and Shafin Diamond Tejani, CEO of Victory Square Technologies.

Vahid Shababi, Chief Growth Officer of Victory Square Technologies, will serve as an Advisor to the company; more Advisors will be announced at a later date.

Moses, a respected game industry veteran who helmed BMG Games, which published the original *Grand Theft Auto*, has served as a Director at Take-Two Interactive since 2007. He also serves on the Board of ReadyUp, an esports platform, and as an Advisor for Simulmedia, PrizePaymentsPro and the sports wagering platform Bet.Works, which was recently acquired by Ballys. From 1998 to 2009, Moses was the founder/CEO of UGO Networks, an online publisher delivering information and entertainment for gamers which was acquired by Hearst. Moses, who advises many of the world's biggest entertainment platforms, is serving as an Executive Producer for a scripted esports show for the CW Network.

"I've been in the entertainment, sports, games, tech, and sports wagering businesses for 40 years and I've never been more excited about the opportunities at hand. All of these businesses are converging and GameOn is perfectly positioned to take full advantage of this confluence," Moses said. "GameOn Entertainment Technologies' simple and accessible apps not only further audience and viewer engagement from the comfort of the home, but also empower content providers to evolve their content into interactive and social experiences with ease. GameOn is truly a game-changer."

A serial entrepreneur and investor, Tejani founded Victory Square Technologies in 2016. Victory Square is a venture builder that builds start-ups in the web, mobile, gaming and film spaces with a special focus on funding socially responsible companies, international start-ups and female

founders. Its portfolio consists of 23 global companies using AI, VR/AR and blockchain to disrupt fintech, insurance, health and gaming.

Shababi, who joined Victory Square in 2018, is an innovative and client-driven sales and marketing leader with a 15-year record of achievement creating and executing strategic sales and marketing initiatives, advertising, and marketing.

GameOn Entertainment Technologies also boasts leaders from EA Sports, Intuit, Dapper Labs, Scopely, and the Brooklyn Nets. Santiago Jaramillo, Vice President of Product, spent 10 years building the EA Sports' *FIFA* franchise and has worked on projects including NBA Top Shot.

"As we enter the next chapter of our evolution with partners at Victory Square, I'm more excited than ever about the future of GameOn Entertainment Technologies not only with the opportunity at hand, but with the outstanding men and women who will join us on this journey," CEO Matt Bailey said. "We are fortunate to collaborate with people of varying experiences and perspectives, and I'm proud to say that more than two-thirds of our employees, Advisors and Directors are women or minorities. This breadth of backgrounds will benefit us as we continue to expand in 2021 and beyond."

Founded in 2018, GameOn Entertainment Technologies empowers sports and entertainment content providers with the world's simplest and most accessible gamification platform. Whether it's supporting TV networks, OTT platforms, sportsbooks or leagues, GameOn helps partners turn their content—everything from sports to reality TV—into interactive and social experiences via mobile and TV apps.

After completing the Comcast NBCUniversal LIFT Labs Accelerator, powered by Techstars in 2018, GameOn secured distribution rights into Comcast homes and bars, and works with white-label partners including NBCUniversal, Bravo and *The Real Housewives*.

GameOn was <u>purchased</u> by V2 Games Inc, a portfolio company of Vancouver-based video and mobile game ventures firm Victory Square Technologies in December 2020. Following the asset purchase, the company was renamed GameOn Entertainment Technologies. It is expected to list its common shares on the Canadian Securities Exchange (CSE) in Q1 of 2021.

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#### **About GameOn Entertainment Technologies**

<u>GameOn Entertainment Technologies</u> is the leading technology company providing consumers, broadcasters, sportsbooks, venues and brand partners with interactive, social experiences around sports, television and live events. After completing the Comcast NBCUniversal LIFT Labs Accelerator, powered by Techstars, and launching in 2018, GameOn landed distribution rights into Comcast homes. GameOn also works with white-label partners including NBCUniversal, Bravo and *The Real Housewives*. V2 Games Inc. <u>completed</u> the asset purchase of GameOn in December 2020.

Check out VictorySquare.com and sign up to VST's official newsletter at <a href="https://www.VictorySquare.com/newsletter">www.VictorySquare.com/newsletter</a>.

On behalf of the board,

Shafin Diamond Tejani Chief Executive Officer Victory Square Technologies

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#### ABOUT VICTORY SQUARE TECHNOLOGIES INC.

Victory Square (VST) builds, acquires and invests in promising startups, then provides the senior leadership and resources needed to fast-track growth. The result: rapid scale-up and monetization, with a solid track record of public and private exits.

VST's sweet spot is the cutting-edge tech that's shaping the 4th Industrial Revolution. Our portfolio consists of 20 global companies using AI, VR/AR and blockchain to disrupt sectors as diverse as fintech, insurance, health and gaming.

#### What we do differently for startups

VST isn't just another investor. With real skin in the game, we're committed to ensuring each company in our portfolio succeeds. Our secret sauce starts with selecting startups that have real solutions, not just ideas. We pair you with senior talent in product, engineering, customer acquisition and more. Then we let you do what you do best — build, innovate and disrupt. In 24-36 months, you'll scale and be ready to monetize.

# What we do differently for investors

VST is a publicly-traded company headquartered in Vancouver, Canada, and listed on the Canadian Securities Exchange (VST), Frankfurt Exchange (6F6) and the OTCQX (VSQTF).

For investors, we offer early-stage access to the next unicorns before they're unicorns. Our portfolio represents a uniquely liquid and secure way for investors to get access to the latest cutting-edge technologies. Because we focus on market-ready solutions that scale quickly, we're

able to provide strong and stable returns while also tapping into emerging global trends with big upsides. For more information, please visit www.victorysquare.com.

# 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.

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.

# **Forward Looking Statement**

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, execution of business strategy, future growth, business prospects and opportunities of Victory Square and its related subsidiaries and other factors beyond our control. 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 construction, phrasing or context. All statements other than statements of historical facts contained in this news release are forward-looking statements. Forward-looking information is based on certain key expectations and assumptions made by the management of Victory Square. Although Victory Square believes that the expectations and assumptions on which such forward looking information is based are reasonable, undue reliance should not be placed on them because Victory Square can give no assurance that they will prove to be correct. Actual results and developments may differ materially from those contemplated by these statements. The statements contained in this news release are made as of the date of this news release. Victory Square disclaims any intent or obligation to update publicly any forward-looking information, whether as a result of new information, future events or results or otherwise, other than as required by applicable securities laws. 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.