GameOn's Cricket Predictor Games Go Live With MX Player and Willow TV for the T20 World Cup

VANCOUVER, British Columbia, October 14, 2021 — GameOn Entertainment Technologies Inc. (CSE: GET) (OTCQB: GMETF) (FSE: 9E7) ("GameOn" or the "Company"), a leader in providing broadcasters, TV networks, OTT platforms, leagues, tournaments, sportsbooks and NFTs with white label fan engagement technologies around sports, TV and live events, is pleased today to announce its cricket predictor games with MX Player and Willow TV are officially going live for the International Cricket Council (ICC) Men's T20 World Cup.

The free-to-play prediction games are launched in conjunction with Indian entertainment super app MX Player and Willow TV, the premier broadcaster of cricket in the United States and Canada. To play, download the MX Player (live next week in India only) or Willow TV (live now in North America only) apps on iOS or Android. Outside of these specific regions, the games will not be available

By correctly predicting scores and events that occur during the tournament, fans move up the leaderboard, and by the match's end, the top-ranked players earn status, recognition and rewards including subscriptions, merchandise and cash.

"Cricket is the second-most followed sport on the planet, watched by an estimated 2.5 billion fans, and the T20 World Cup is the pinnacle of that excitement and fandom," said Matt Bailey, GameOn CEO. "There couldn't be a better time to launch our cricket predictor games with MX Player and Willow TV, powering one of the world's most-watched sports with our innovative fan engagement technologies."

The *Willow TV Cricket Predictor* will be available to Willow TV's 3.5 million homes across North America for the ICC Men's T20 World Cup, while MX Player's app has been downloaded over 1 billion times and is watched by more than 280 million viewers monthly.

The ICC Men's T20 World Cup takes place from October 17 to November 14 in the United Arab Emirates and Oman. The tournament was originally scheduled to be held in Australia from October 18 to November 15, 2020, but in July the ICC postponed it to 2021 due to the coronavirus pandemic.

GameOn has a dynamic and experienced management team led by its CEO, Matt Bailey (Brooklyn Nets, Barclays Center), Chief Product Officer, Santiago Jaramillo (Dapper Labs, NBA Top Shot, EA Sports) and VP of Partnerships, Ryan Nowack (Madison Square Garden, New York Knicks, New York Rangers), as well as its Directors, J Moses (Take-Two Interactive), Shafin Tejani (Victory Square Technologies), Liz Schimel (Apple News) and Carey Dillen (YYoga). The Company began trading on the Canadian Securities Exchange (CSE) under the symbol 'GET' on June 1, 2021.

On behalf of the Board of Directors:
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ABOUT GAMEON ENTERTAINMENT TECHNOLOGIES INC.

GameOn (CSE: GET) (OTCQB: GMETF) (FSE: 9E7) powers the most-watched content in the world with the most innovative white label fan engagement technologies. GameOn provides broadcasters, TV networks, OTT platforms, leagues, tournaments, sportsbooks and NFTs with interactive, social experiences around sports, television and live events. Since completing the Comcast NBCUniversal LIFT Labs Accelerator powered by Techstars in 2018, GameOn has secured white label projects with several partners in sports and entertainment. Through our innovative gamification technologies and meta-layers, including first-of-its-kind NFT integration, we bring fans closer to their favorite sports and entertainment content and increase engagement through community, competition and rewards.

FORWARD-LOOKING INFORMATION

This news release contains "forward-looking information" and "forward-looking statements" (collectively, "forward-looking information") within the meaning of applicable securities laws. Forward-looking information is generally identifiable by use of the words "believes," "may," "plans," "will," "anticipates," "intends," "could," "estimates," "expects," "forecasts," "projects" and similar expressions, and the negative of such expressions. Forward-looking information in this news release include statements about GameOn's listing and commencement of trading on the CSE.

Forward-looking information is subject to known and unknown risks, uncertainties and other factors that may cause the Company's actual results, level of activity, performance or achievements to be materially different from those expressed or implied by such forward-looking information. Forward-looking information is based on the reasonable assumptions, estimates, analysis and opinions of management made in light of its experience and perception of trends, current conditions and expected developments, and other factors that management believes are relevant and reasonable in the circumstances at the date such statements are made. Although the Company has attempted to identify important factors that could cause actual results to differ

materially from those contained in forward-looking information, there may be other factors that cause results not to be as anticipated. There can be no assurance that such information will prove to be accurate, as actual results and future events could differ materially from those anticipated in such information. Accordingly, readers should not place undue reliance on forward-looking information. All forward-looking information herein is qualified in its entirety by this cautionary statement, and GameOn disclaims any obligation to revise or update any such forward-looking information or to publicly announce the result of any revisions to any of the forward-looking information contained herein to reflect future results, events or developments, except as required by law.

Neither the CSE nor its Regulation Services Provider (as that term is defined in the policies of the CSE) accepts responsibility for the adequacy or accuracy of this release.