

GameOn to Power Just Women's Sports Bracket for 2022 NCAA Women's Basketball Tournament

JWS will license GameOn's proprietary game engine to power a prediction bracket for the NCAA Women's Basketball Tournament

VANCOUVER, British Columbia, March 09, 2022 -- <u>GameOn Entertainment Technologies Inc.</u> (CSE: GET) (OTCQB: GMETF), a leading NFT solutions and game technology provider to media, sports and entertainment companies, is pleased to announce today that it will work with Just Women's Sports ("JWS") to power a prediction bracket for their 2022 NCAA Women's Basketball Tournament.

Founded in 2020 by Haley Rosen, JWS is the leading multimedia platform exclusively dedicated to women's sports, showcasing "100% women's sports, 100% of the time."

Just Women's Sports will leverage GameOn's proprietary game engine to power a prediction bracket for the NCAA Women's Basketball Tournament beginning with the first round played on March 16-17. The Division I NCAA Women's Basketball Tournament culminates with the Championship Game on April 3.

Working with Just Women's Sports furthers GameOn's goal to support women's sports following the Company's partnership with the Kevin Garnett-backed Gaming Society, which was <u>announced</u> in November. In just seven months since publicly-listing on the CSE, GameOn's B2B customer-base has expanded to include ten projects across basketball, football, soccer, tennis and cricket. All customers are driven by license (upfront fees and recurring revenue) and revenue share agreements, and will go live in the next several months.

"This year's NCAA Women's Basketball Tournament will be unlike any in the past, and we're excited to work with Just Women's Sports to further elevate women's sports through innovative game technologies," said Matt Bailey, GameOn CEO. "Our solution allows brands to go the extra mile by giving fans an opportunity to further engage in their favorite sports, TV shows, and live events, and we look forward to having Just Women's Sports fully leverage our capabilities."

Corporate Contact:

Matt Bailey Director & Chief Executive Officer GameOn Entertainment Technologies Inc. 917-834-4921

Investor Relations Contact:

Gateway Group, Inc. John Yi <u>GET@gatewayir.com</u> 949-574-3860

ABOUT GAMEON ENTERTAINMENT TECHNOLOGIES INC.

<u>GameOn</u> (CSE: GET) (OTCQB: GMETF) powers the biggest sports, media and entertainment companies with the most innovative NFT solutions, predictive gaming and fantasy products. A diverse team of sports, media and gaming industry veterans from companies like Take-Two Interactive, EA Sports, Dapper Labs, BSE Global, and Madison Square Garden, GameOn provides broadcasters, TV networks, streaming platforms, leagues, tournaments and sportsbooks with best-in-class white label products. Partners include global companies including NBCUniversal, Bravo and MX Player.

ABOUT JUST WOMEN'S SPORTS

Just Women's Sports Inc. is a digital-first consumer media brand dedicated to 100% women's sports, 100% of the time. JWS brings fans everything they need to see and know in the world of women's sports across podcasts, social media and editorial content. Original programming includes <u>The Just Women's Sports Podcast</u> hosted by Kelley O'Hara, <u>NETLIFE</u> hosted by Dawn Staley, <u>Snacks</u> hosted by Lynn Williams and Sam Mewis, <u>Off The Ball</u> with Ali Riley, <u>Pro-to-Pro</u> with Danielle Kang and Tisha Alyn, <u>Best Seat in the House</u>, and <u>Tea with A & Phee</u> hosted by A'ja Wilson and Napheesa Collier.

Just Women's Sports is redefining women's sports coverage for the modern fan, with an approach predicated on access, consistency, and depth. After launching in 2020, JWS now generates 20 million impressions on a monthly basis. JWS closed a seed round of funding in Q2 '21 headlined by institutional investors Will Ventures, Thirty Five Ventures, DRIVE by DraftKings, Kleiner Perkins, Ovo Fund, and Supernode Global as well as athlete investors Arike Ogunbowale, Elena Delle Donne, Hilary Knight, Kelley O'Hara, Sam Mewis, and Kevin Durant.

Find Just Women's Sports online and on YouTube, Instagram, TikTok, Twitter and Facebook.

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. 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.

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