

# GameOn Appoints Luke Gniwecki as Web3 & NFT Special Advisor

VANCOUVER, British Columbia, May 04, 2022 -- <u>GameOn Entertainment Technologies Inc.</u> ("GameOn" or the "Company") (CSE: GET) (OTCQB: GMETF), a leading NFT game technology company partnered with the world's biggest IPs to launch, operate, and monetize NFT-based games, has appointed Luke Gniwecki as Special Advisor focused on Web3 and NFT product innovation.

Gniwecki comes to GameOn with a wealth of experience in the Web3, gaming, NFT, blockchain, and broader product space. Prior to his appointment, he served as Head of Product for Boson Protocol where he launched Boson Portal, the first ever Metaverse experience enabling brands to set up virtual stores, create mini games, and sell physical products as NFTs. In the past, Luke also worked at a London-based Blockchain R&D company building Web3 products for governments and the fintech sector. In addition to his new role with GameOn, Gniwecki advises a metaverse and games technology company, Admix, and has founded Metaverski, a Web3 and Metaverse product consultancy business. He's also held other prominent roles which include Head of Blockchain Product at Cudo Ventures (CUDOS Blockchain) where he was responsible for strategic direction and development of blockchain-related products within the Cudo ecosystem.

"On behalf of the GameOn team, I warmly welcome Luke to our organization," said GameOn CEO Matt Bailey. "Luke brings the ideal blend of Web3, NFT, and gaming experience that perfectly suits the needs of our company. More specifically, with his prior tenure in developing extensive product lines, he adds immense incremental value to our already well-respected team of advisors. We continue to remain laser-focused on scaling customers and growing revenues, and it's with hires like Luke that will help us achieve that goal and expand our growing footprint."

GameOn has also announced that Chief Product Officer, Santiago Jaramillo, is no longer with the Company effective April 29, 2022. Santiago's departure is not the result of any disagreement or issue with the Company. "I'd like to personally thank Santi for his commitment and dedication to pioneer GameOn's product to the position it is in today," said GameOn CEO Matt Bailey. "Santi leaves the company in an infinitely better place than when he got here, setting us up for success to now scale customers and revenues. We wish Santi the best of luck on his next adventures, and look forward to him remaining a close friend of the company."

### ABOUT GAMEON ENTERTAINMENT TECHNOLOGIES INC.

GameOn (CSE: GET) (OTCQB: GMETF) partners with the world's biggest sports, media, and entertainment companies to launch brand-building, money-making NFT-based predictive and fantasy games. We turn fans into superfans - engaging, retaining and monetizing audiences, and participating in the entire economic cycle of NFT games. With a diverse team of Web3, gaming, sports, and media veterans from companies like Take-Two Interactive, EA, Dapper Labs, BSE Global, and Madison Square Garden, GameOn works with broadcasters, TV networks, streaming platforms, leagues, tournaments and sportsbooks to launch and operate best-in-class NFT games. Partners include global companies such as NBCUniversal, Bravo and MX Player.

## **Corporate Contact:**

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

### **Investor Relations Contact:**

Gateway Group, Inc. John Yi

GET@gatewayir.com

949-574-3860

#### 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. All statements other than statements of historical facts contained in this news release are forward looking statements. Forward-looking information in this news release includes, without limitation, statements regarding the future plans and objectives of the Company, execution of business strategy, future performance and future growth, business prospects, synergies and opportunities of the Company and its related subsidiaries, and other factors beyond the Company's control.

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, including, but not limited to the Company being able to capitalize on the acquired assets, the

ability of acquired assets to maintain its value as presently contemplated, the synergies of the acquired assets with the Company's operations, and such other assumptions presented in the Company's disclosure record. 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.