

XR Immersive Tech Adds Popular Sairento VR Game To Synthesis Android VR Marketplace

Vancouver, British Columbia--(Newsfile Corp. - April 13, 2022) - [XR Immersive Tech Inc.](#) ("Immersive Tech", or the "Company") (CSE:VRAR) (FSE:79W) (OTCQB: FNTTF) is pleased to announce that **Mixed Realms** VR studio has adapted their popular [Sairento VR game](#) to take advantage of the Company's Synthesis VR Android Digital Rights Management (DRM) technology recently announced on February 14, 2022 [here](#). This comes on the heels of Victory XR [bringing their educational content](#) to the Company's Android marketplace for all operators utilizing Android-based head-mount display ("HMD") VR headsets (Meta Quest 2, HTC Focus 3, Pico Neo, etc).

With support for Android HMDs this first-to-market digital rights management ("DRM") solution adds many new games to the existing Synthesis VR marketplace of 325+ VR experiences available to its network VR arcade operators. This enables existing, and future, content creators to not only include their PC-based VR content but also publish their Android-based VR experiences through our network of VR Entertainment locations worldwide through the Synthesis VR marketplace. This breakthrough and streamlining of VR content integration enables the location operators the opportunity to expand their experience catalog utilizing standalone Android-based HMDs with legally licensed content to their customers.

The solution offers companies like **Mixed Realms**, who noticed an explosive growth in Android-based HMDs, to adapt their popular titles to work within the Synthesis VR DRM. This is an upward trend being seen across the industry.

Sairento VR, as described by the team:

"VR was made for this. Perform triple jumps, wall runs, power slides and slow time down while blasting away at a foe before landing to deliver a blade attack on another. Kit yourself with katanas, firearms, bows, throwing glaives and legendary relics. Keep upgrading as you play. PURE CYBER NINJA FUN."

Sairento VR does a fantastic job of utilizing the core tenets available within VR and elevates it with a sense of customization and a freshly unique series of environments, enemies, and player autonomy. View the game trailer [here](#)

"We are excited to augment our growing content offerings for our operators by rapidly expanding our catalog of experiences compatible with popular Android-based VR headsets as we recently announced with VictoryXR and now with Mixed Realms. All said, it is a great time for our extensive and growing operator network as we continue to add features, products and content" said XR Immersive Tech CEO Tim Bieber

On behalf of the Board of Directors

Tim Bieber, Director and Chief Executive Officer
XR Immersive Tech Inc. (formerly Fantasy 360 Technologies Inc. d/b/a Immersive Tech)
<https://www.immersivetech.co/>

For further information about Immersive Tech, please contact:

Contact - Tim Bieber
Email: investors@immersivetech.co
Telephone: +1-604-283-3029

CAUTIONARY DISCLAIMERS

This news release shall not constitute an offer to sell or the solicitation of an offer to buy any securities in any jurisdiction. Any securities referred to herein have not been, nor will they be, registered under the United States Securities Act of 1933, as amended, and may not be offered or sold in the United States or to a U.S. Person absent registration or an applicable exemption from the registration requirements of the United States Securities Act of 1933, as amended, and applicable state securities laws.

ABOUT XR IMMERSIVE TECH INC.

Immersive Tech (formerly Fantasy 360 Technologies Inc.) is building the industry's premier location-based Metaverse Platform. Since 2016 the Company has been an industry leader in Social Entertainment, Virtual Reality (VR) and Augmented Reality (AR) entertainment attractions. With its Hardware Platform [UNCONTAINED](#) and its Software Platform Uncontained/OS and its growing network of over 300 VR operators through SynthesisVR, the Company helps its stakeholders build user experiences unmatched in realism, depth and immersion. The Company builds experiences on its platforms for some of the world's largest companies including: Intel, Bayer, Capital One, Scotia Bank, the US Food and Drug Administration, Allegiant Airlines and more.

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. 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 in this news release includes, without limitation, statements regarding the future plans and objectives of the Company and SynthesisVR, future performance and future growth, development initiatives, business prospects, synergies and opportunities of Immersive Tech and SynthesisVR and their related subsidiaries, the Company's expansion initiatives and pursuit of M&A activity, 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 services and business of SynthesisVR, the easing of world-wide COVID restrictions and effect on the LBVR industry, the increase in VR arcades and demand for VR entertainment and educational content, the Company's and SynthesisVR's operations and development initiatives, 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 Immersive Tech 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.