

XR Immersive Tech Launches Its UNCONTAINED VR Attraction At Playland Amusement Park

Vancouver, British Columbia--(Newsfile Corp. – June 21, 2022 - [XR Immersive Tech Inc.](#) (“**Immersive Tech**”, or the “**Company**”) (CSE:VRAR) (FSE:79W) (OTCQB: FNTTF) is pleased to announce that the company’s [UNCONTAINED](#) Hyper-Immersive VR attraction officially launches with its first client. UNCONTAINED will be available for guests to enjoy for the first time this summer beginning on July 7, 2022 at one of British Columbia’s most popular family attractions, Playland Amusement Park as well as the largest ticketed event in BC, the annual PNE Fair in Vancouver.

Playland Amusement Park and the PNE Fair draw visitors of all ages from across British Columbia and around the world. Established in 1910, the PNE sits on 114 acres of land housing Canada’s oldest amusement park, Playland, along with one of the world’s top heritage roller coasters, the Playland Wooden Coaster.

During its operating season of June to September every year the Playland Amusement Park hosts over 300,000 guests and throughout the year an average of over 3 million visitors will visit Hastings Park.

“We are looking forward to hosting the debut of XR Immersive Tech’s UNCONTAINED attraction at Playland and the Fair this summer,” says PNE spokesperson Laura Ballance. “We are confident that the technology and next-generation experience will be very well received by our guests.”

In response to this, CEO Tim Bieber added, “As a homegrown Vancouver company we see the iconic Playland Amusement Park as a perfect fit. Not only is it one of Canada’s oldest and greatest amusement parks, it’s a place where we expect to get a lot of feedback from our own extended community. I am excited that UNCONTAINED gets to meet the world in a place so close to my heart. Similarly, I am supremely proud of our team, many of whom call Vancouver their home.”

This cooperation with Playland aims to offer a first-look at UNCONTAINED and the flagship game: Deep Signal. Playland guests will be able to enjoy hyper-immersive features including heat and cold environmental effects, haptic feedback on consoles, rumble/motion floor, and devices, as well a first ever XR spatial audio system to really engage. This full game experience is, in terms of technical and gameplay senses, unique and ideal for deployment anywhere that has the equivalent of 5 parking spots whether outdoor or indoor standalone application. Just add power and get to playing. For those interested in [UNCONTAINED](#) for their own venues, units are shipping now. Check it out [here](#).

UNCONTAINED will be available for players throughout the summer. Further event details will be provided as we approach the launch date. Any interested parties who would like to join us are invited to reach out to our team. To view the UNCONTAINED production launch video [click here](#)

On behalf of the Board of Directors

Tim Bieber, Director and Chief Executive Officer
XR Immersive Tech Inc.
<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 PACIFIC NATIONAL EXHIBITION (PNE)

Owned by the City of Vancouver, the Pacific National Exhibition (PNE) is a healthy and vibrant non-profit organization dedicated to delivering over 3 million visitors a year with memorable experiences through access to first-class cultural, music, sporting and family entertainment events, as well as access to public space for passive recreation. Founded in 1910, the PNE's home is Hastings Park, a multi-facility venue in Vancouver where the organization manages four activity streams: the annual PNE Fair, Playland Amusement Park, Park Care and Facility Maintenance and an expansive portfolio of year-round events. All revenues generated are invested back into park space, community programs and non-revenue generating educational and entertainment experiences.

ABOUT XR IMMERSIVE TECH INC.

XR Immersive Tech 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 350+ 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.