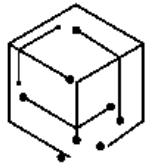


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## **Global Gaming's X2 Games to Share a Booth with Amazon at the Game Developers Conference and Zai Ortiz to Speak at South by Southwest 2019**

**Vancouver, BC, March 15, 2019 — GLOBAL GAMING TECHNOLOGIES CORP. (CSE: BLOC.U) (FSE: BWSP) (OTC: BLKCF) ("BLOC", or the "Company")** announces that its wholly owned subsidiary X2 Games Corp. ("**X2 Games**") will be attending the 2019 Game Developers Conference ("GDC") between March 18 – 22 at the Moscone Center in San Francisco. X2 Games will be sharing an exhibition booth with Amazon at GDC, where it will showcase its first Alexa-powered board game, *St. Noire*. Each *St. Noire* game is on sale now for \$39.99 USD exclusively with Amazon and customers can place pre-orders through the following link: <https://www.amazon.com/dp/B07P693BG1>. Prior to GDC, X2 Games will also be participating in a panel at the 2019 South by Southwest Conference ("SXSW") on March 15th, titled "*Toys and Games of Today and The Future of Play.*"

Co-Founder, President & Chief Creative Officer of X2 Games, Zai Ortiz stated, "What may seem like science fiction is in fact here today and it's incredibly fun to play. We want to share this, not just with those who are attending these conferences, but with the whole world. Our vision is to give our customers a once-in-a-lifetime experience, through new media and new platforms, that is beyond the current technology."

At GDC, Zai Ortiz will be speaking about the future of Alexa voice gaming at a panel presented by Amazon called, "Alexa, Give Your Game a Voice" on Monday, March 18<sup>th</sup> from 5:30 to 6:30 pm (PDT).

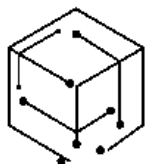
Zai Ortiz will be on the Discovery Stage of the SXSW Conference with other industry pioneers, speaking about the future of gaming, the role of voice-activated technology in entertainment, augmented reality, and on the upcoming release of the interactive Amazon Alexa based board game, *St. Noire*.

Both conferences have demonstrated immense success in showcasing the latest technologies companies have to offer in the gaming space each year. Last year, GDC was the world's largest and longest running event serving professionals dedicated to the art and science of making games. Over 28,000 industry professionals attended the conference in San Francisco's Moscone Convention Center along with over 550 companies exhibiting the latest gaming technologies and software.<sup>1</sup> Meanwhile the SXSW Conference in Austin, Texas had over 75,098 attendees

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<sup>1</sup> <https://www.gdconf.com/news/gdc-celebrates-record-breaking-attendance-confirms-2019-dates>

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last year with over 300,000 people participating in the additional musical and interactive film festival events.<sup>2</sup>

On behalf of the Company:  
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### **About Global Gaming Technologies Corp.**

Global Gaming Technologies Corp. is a gaming industry holding company that provides investment exposure to digital interactive entertainment in emerging technologies, such as Augmented Reality, Virtual Reality, and Artificial Intelligence, in addition to eSports and traditional game platforms, such as mobile and console. It is focused on gamifying content using visual cinematics across all platforms. The Company's strategy is to publish games and content that are immersive in storytelling, bold in design, and technologically innovative.

The Company is managed by game and film industry pioneers. It is headquartered in Toronto, Canada with its primary game studio in Los Angeles, California.

BLOC is listed on the Canadian Securities Exchange ("CSE") and its common shares trade under the ticker symbol "BLOC." Additional information relating to BLOC is available on SEDAR at [www.sedar.com](http://www.sedar.com), the CSE at [www.theCSE.com](http://www.theCSE.com), as well as on the Company's website at [www.globalgaming.tech](http://www.globalgaming.tech)

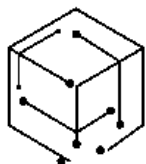
### **Cautionary Note Regarding Forward-Looking Information**

This news release contains "forward-looking information" within the meaning of applicable securities laws. Generally, any statements that are not historical facts may contain forward-looking information, and forward-looking information can be identified by the use of forward-looking terminology such as "plans", "expects" or "does not expect", "is expected", "budget", "scheduled", "estimates", "forecasts", "intends", "anticipates" or "does not anticipate", or "believes", or variations of such words and phrases or indicates that certain actions, events or results "may", "could", "would", "might" or "will be" taken,

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<sup>2</sup> <https://www.cnn.com/2013/09/13/us/south-by-southwest-fast-facts/index.html>

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“occur” or “be achieved”. Forward-looking information includes, but is not limited to the Company’s goal of streamlining the current arduous, lengthy and complicated process that interested investors need to undergo in order to gain exposure to the digital interactive entertainment space. The Company’s business plan is conceptual in nature and there is no assurance that it will be implemented as set out herein, or at all. Forward-looking information is based on certain factors and assumptions the Company believes to be reasonable at the time such statements are made, including but not limited to: statements and expectations regarding the ability of the Company to (i) successfully engage senior management with appropriate industry experience and expertise, (ii) gain access to and acquire a basket of digital interactive entertainment assets and to participate in relevant financings on favourable terms or at all, (iii) successfully publish its own games and content, and (iv) execute on future M&A opportunities in the digital interactive entertainment space; receipt of required regulatory approvals; the availability of necessary financing; permitting and such other assumptions and factors as set out herein. Forward-looking information is subject to known and unknown risks, uncertainties and other factors that may cause the actual results, level of activity, performance or achievements of the Company to be materially different from those expressed or implied by such forward-looking information, including but not limited to: risks related to fluctuating popularity of eSports titles; the estimation of personnel and operating costs; general global markets and economic conditions; risks associated with uninsurable risks; risks associated with currency fluctuations; competition faced in securing experienced personnel with appropriate industry experience and expertise; risks associated with changes in the financial auditing and corporate governance standards applicable to gaming companies; risks related to potential conflicts of interest; the reliance on key personnel; financing, capitalization and liquidity risks including the risk that the financing necessary to fund continued development of the Company’s business plan may not be available on satisfactory terms, or at all; the risk of potential dilution through the issuance of additional common shares of the Company; the risk of litigation. Although the Company has attempted to identify important factors that could cause actual results to differ materially from the forward-looking information set out in this presentation, there may be other factors that cause results not to be as anticipated, estimated or intended. There can be no assurance that such forward-looking 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. Forward-looking statements are made based on management’s beliefs, estimates and opinions on the date that statements are made and the Company undertakes no obligation to update forward-looking statements if these beliefs, estimates and opinions or other circumstances should change, except as required by laws. Investors are cautioned against attributing undue certainty to forward-looking statements.

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.