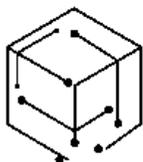


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**Global Gaming
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CSE: GGAM.U
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OTC: BLKCF

Global Gaming Closed First Tranche of Financing from Alpha Blue Ocean

Vancouver, BC, March 21, 2019 — GLOBAL GAMING TECHNOLOGIES CORP. (CSE: GGAM.U) (FSE: BWSP) (OTC: BLKCF) ("GGAM", or the "Company") is pleased to announce that further to the news release dated March 18, 2019, it has closed on the first tranche of the agreement (the "**Agreement**") entered into with European High Growth Opportunities Securitization Fund, advised by Alpha Blue Ocean Inc., for the issuance of up to US\$5,600,000 aggregate principal amount of senior unsecured convertible debentures (the "**Notes**") and accompanying warrants (the "**Warrants**"). As part of the first tranche, a total of US\$830,000 aggregate principal amount of Notes (including the commitment fee described in the earlier press release) and 4,249,999 Warrants with an exercise price of US\$0.23 per share have been issued. 3,652,173 of the Warrants have an expiry date of March 21, 2022 and 597,826 of the Warrants have an expiry date of March 21, 2024.

The Notes bear no interest and the maturity date of the Notes is March 20, 2020. The Notes shall be convertible into, and the Warrants shall be exercisable for, common shares ("**Common Shares**"). The Notes shall be converted by dividing the applicable conversion price, immediately following the earlier of: (i) five trading days after the delivery by the holder of a conversion notice, or (ii) the applicable maturity date of the Notes. In the event of a default under the Notes, there is an option to have the Notes redeemed in cash.

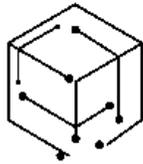
Additional Notes and accompanying Warrants shall be issuable in a further 11 separate tranches (each a "**Tranche**"). The Company shall issue Notes in the principal amount of US\$550,000 for the second tranche, and shall issue Notes in the principal amount of US\$450,000 for each additional Tranche (each, a "**Subsequent Tranche**") and, in respect of each Tranche, the accompanying Warrants.

Further information regarding the financing terms can be found in the Agreement posted on SEDAR. This financing ensures the Company has adequate working capital to continue its operations. The Company intends to use the proceeds from the financing for general corporate purposes.

On behalf of the Company:
Nolan Bushnell, Chairman and CEO of the Company
info@globalblockchain.io

For more information, please contact:

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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.

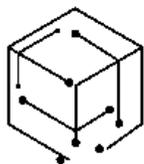
The Company is managed by game and film industry pioneers. It is headquartered in Toronto, Canada with its primary game studio in Los Angeles, California.

GGAM is listed on the Canadian Securities Exchange ("CSE") and its common shares trade under the ticker symbol "GGAM.U". Additional information relating to GGAM is available on SEDAR at www.sedar.com, the CSE at www.theCSE.com, as well as on the Company's website at 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, "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, (iv) execute on future M&A opportunities in

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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, and (v) the expected draw of Notes under the Company's agreement with Alpha Blue and the setting of conversion and exercise prices and the anticipated payment of fees in connection with that agreement. 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.