



GAMECO TO DEBUT REVOLUTIONARY NEW “GEN 3” VIDEO GAME GAMBLING GAMES AND NEW MULTIPLAYER CHALLENGE MODE DURING G2E 2018

Launch of BANDAI NAMCO’s Legendary Fighting Game, SOULCALIBUR™ II: Casino Edition on GameCo’s Patented VGM Platform

GameCo LLC, creator of the world’s first Video Game Gambling Machine (VGM™), will showcase a key innovation whereby their games can achieve a similar pace of play as traditional slot machines, providing an increased level of Coin-In as well as a much greater degree of player engagement.

“Our Generation 3 games represent a huge leap forward in our quest to create the most engaging and successful video game gambling games ever made.” said Blaine Graboyes, CEO and Founder of GameCo. “By increasing betting velocity by 10 fold and higher, we are able to create the gambling experiences players want and the efficiencies casinos rely on. Additional features such as our secondary Token economy further drive engagement while increasing session time.”

The first “GEN 3” title, which launched recently in New Jersey and Connecticut, is an updated release of “Nothin’ but Net”, a fast-paced realistic 3D basketball game. In “Nothin’ but Net 2” players take multiple shots on basket, each shot corresponds to a single bet with denominations comparable to a slot machine spin. If a player makes 10 out of 15 baskets, they enter the bonus round where they have a free chance to win a Progressive Jackpot.

GameCo will also debut its new Multiplayer Challenge Mode, The pioneering new multiplayer system will allow up to 64 players to compete head-to-head in video game gambling competitions on the casino floor. Complete with a leaderboard system for tracking results and payouts, the Multiplayer Challenge Mode brings a true esports-style experience to land-based casinos. From action and fighting games, to sports, racing, and casual games, GameCo titles will now be supported in multiplayer formats.

As an expansion of GameCo’s VGM Platform, the Multiplayer Challenge Mode expands GameCo’s entire game library to support both single player and multiplayer gaming. Launching Q1 2019, GameCo’s Multiplayer Challenge Mode creates an entirely new style of gambling. From head-to-head battles to large scale tournaments, the new technology allows GameCo to adapt almost any game and runs on existing GameCo VGM hardware. The first game to support the new Multiplayer Challenge Mode will be GameCo’s “GEN 3” version of “Nothin’ but Net 2” which will be featured at G2E.

G2E 2017 unveiled GameCo’s “The Casino Of The Future, Now” concept. This year, at G2E 2018, GameCo builds upon this idea featuring an innovative marketing campaign inspired by social media, titled “#LiveYourBestLife.” As casinos strive to attract a new, younger audience, GameCo has developed a new branding experience that speaks to a generation of gamers and customers, for whom experiences are more important than anything else, that will drive the continued growth of casinos worldwide. Playing out in advertising, online, mobile, and physical



experience, “#LiveYourBestLife” tells the story of four carefree best friends cruising the open roads to arrive at the ultimate destination where gambling, nightlife, and pool parties make for an experience of a lifetime, and one that they will never forget.

About GameCo LLC:

GameCo LLC is a pioneering company uniting the experience of playing video games with the excitement of gambling by creating the world's first Video Game Gambling Machines (VGM™). GameCo's VGM is the first platform to bring video gameplay to the casino floor engaging a new generation of casino customers. The first video game gambling skill-based gaming platform approved by any regulator in the United States, GameCo's patented VGM proprietary arcade-style cabinets allow a player's skill to determine the payout and winnings while maintaining the same casino-based economics as slot machines. GameCo is developing VGM games under license from major game developers and entertainment IP companies, including Paramount's "Mission Impossible", Steve Aoki from DJ Kid Millionaire LTD., "SOULCALIBUR™ II" with BANDAI NAMCO Entertainment, Inc., Star Trek with CBS Consumer Products, Inc., and "Terminator 2: Judgment Day" from Studiocanal S.A.S.

GameCo is privately held and headquartered in Las Vegas with additional offices in New York City. For the latest GameCo news, please visit <http://GameCo.com> or follow the company on Twitter at twitter.com/GameCoLLC or on Instagram at instagram.com/GameCoLLC.