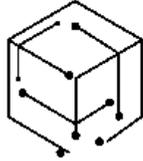


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**Global Gaming
Technologies Corp**

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CSE: GGAM.U
Frankfurt: BWSP
OTC: BLKCF

Global Gaming Technologies Announces Director and Officer Appointments

Vancouver, BC, APRIL 18, 2019 — GLOBAL GAMING TECHNOLOGIES CORP. (CSE: GGAM.U) (FSE: BWSP) (OTC: BLKCF) ("GGAM", or the "Company") is pleased to announce the appointment of Mr. Lawrence Pemble to its board of directors and the appointment of Mr. Ozan Pamir as the Company's Chief Financial Officer.

Lawrence Pemble has comprehensive experience in successfully creating, financing, and developing businesses in the biotechnology, and technology spaces. Within his roles, Lawrence has been responsible for leading a diverse set of funding rounds aiding the growth of start-ups. In the last six months alone, Lawrence has successfully completed private placements totaling more than \$40 Million CAD, RTOs worth more than \$75 Million CAD, and guiding acquisitions with an aggregate value of over \$130 Million CAD. He has proven an ability to make successful exits including IPOs, RTOs, and M&A opportunities.

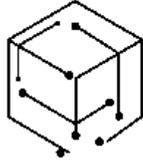
Lawrence brings a strong corporate finance background that was developed within the private equity space. He was previously a principal at a life sciences private equity firm and has also acted as COO for publicly traded and private biotechnology companies. Since then, Lawrence has accumulated experience in a wide number of industries including technology – with companies developing immersive video gaming products and innovative; biotechnology, in which companies finding novel treatments; and financial technology, in which companies are developing innovative and secure methods of online payment.

Prior to starting his business career, Lawrence served for six years in the Royal Marines, serving in operations in diverse locations including Sierra Leone, Somalia, Iraq and Afghanistan. He's currently completing his executive education at the University of Oxford's prestigious Saïd Business School

Mr. Pamir brings a wealth of knowledge and experience to the GGAM team as a former investment banker with in-depth capital markets knowledge. He specializes in helping companies define their corporate strategy, then develop and execute corporate transactions to achieve their goals.

His diverse expertise in the technology and gaming industries with a focus on finance, has allowed Mr. Pamir to build compelling financial strategies for corporations. Throughout his career, Mr. Pamir has advised numerous private and public company leadership teams on M&A initiatives and he was the lead banker on more than 40 financings, where he became an expert at working with complex structures and financial analysis.

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Most recently Mr. Pamir was the CFO of X2 Games and previously the Vice President of Investment Banking at Echelon Partners, where he was in charge of origination mandates, focusing on small and mid-cap issuers. Mr. Pamir has an Economics and Finance degree from McGill University and is a CFA Charterholder.

“We are very excited for Lawrence and Ozan to join our team, the Company will benefit greatly from their vast experience and knowledge of capital markets and gaming and technology industries,” said Nolan Bushnell, the Company’s CEO.

The appointments follow the resignation received from Mr. Johannes (Theo) van der Linde from the Company’s board of directors and as the Chief Financial Officer. GGAM would like to thank Mr. van der Linde for his invaluable contributions to the Company and wishes him well with his future endeavors.

On behalf of the Company:
Nolan Bushnell, Chairman and CEO of the Company
info@globalgaming.tech

For more information, please contact:
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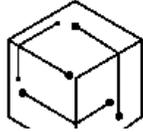
About Global Gaming Technologies Corp.

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

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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, 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.