



GameOn Grows Web3 Roster, Takes Flight With Crypto Jets Club

VANCOUVER, BC — September 13, 2022 — [GameOn Entertainment Technologies Inc. \(CSE: GET\) \(OTCQB: GMETF\)](#), a leading game technology company partnered with the world's biggest IPs to launch, operate, and monetize web3 games, today announces a partnership with Crypto Jets Club.

[Crypto Jets Club](#) is a metaverse for aviation enthusiasts that centers around future gaming and membership utility. Their ecosystem consists of NFT private jet assets powered by blockchain and AR/VR technology. The project is set to mint in the near future, and will license GameOn's technology to hyperfuel engagement, retention, and revenue. As part of the deal, GameOn will receive 15% revenue share on both primary and secondary NFT sales.

"We're excited to get to work with Crypto Jets Club," said Matt Bailey, CEO of GameOn. "We continue to establish ourselves as the go-to for web3 engagement through games, driving bottom line, scale, and profitability for the business."

Fathi Qaddoura, Founder & CEO of Crypto Jets Club, added: "I am pleased to have the support from GameOn to maximize Crypto Jets Club to its fullest potential. I have always been drawn to the intersection between technology and aviation. Crypto Jets Club and GameOn will provide unique and compelling digital assets for all aviation lovers. We are excited to enable new forms of creativity, gaming, and utility in the metaverse and web3 space."

As part of GameOn's broader initiative to expand within the web3 ecosystem, GameOn expects to capitalize on all avenues of its partnerships which include: upfront setup fees, recurring monthly license fees, and revenue share from the initial mint and ongoing secondary sales of NFTs. With partners like Chibi Dinos, Tetavi, RDB Car Club, and now Crypto Jets Club, GameOn continues to leverage this tailwind with its growing portfolio of web3 customers.

On Behalf of the Board of Directors:

Matt Bailey, Director & Chief Executive Officer
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ABOUT GAMEON ENTERTAINMENT TECHNOLOGIES INC.

[GameOn](#) (CSE: GET) (OTCQB: GMETF) partners with the world's biggest sports, media, and entertainment IPs to launch brand-building, money-making web3 games. We turn fans into superfans - engaging, retaining, and monetizing audiences, and getting upside in the entire economic cycle of web3 games. With a diverse team of web3, gaming, sports, and media veterans with experience at Take-Two Interactive, Twitch, EA, Dapper Labs, and the Brooklyn Nets, GameOn works with broadcasters, TV networks, streaming platforms, leagues, tournaments, and web3 companies to launch best-in-class web3 games. Customers include NBCUniversal, Bravo, MX Player, Chibi Dinos, and Gaming Society.

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. Forward-looking information is generally identifiable by use of the words "believes," "may,"



"plans," "will," "anticipates," "intends," "could," "estimates," "expects," "forecasts," "projects" and similar expressions, and the negative of such expressions. 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, execution of business strategy, future performance and future growth, business prospects, synergies and opportunities of the Company and its related subsidiaries, 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 acquired assets, the ability of acquired assets to maintain its value as presently contemplated, the synergies of the acquired assets with the Company's operations, 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 GameOn 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.

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