



BlocPlay Entertainment Provides Update on Corporate Developments and Diversified Management Review of all Business Units and Assets for its Upcoming Shareholder Meeting

June 25, 2018 – Toronto, Ontario - **BlocPlay Entertainment** (CSE: PLAY) ("BlocPlay" or the "Company") is pleased to provide consolidated information on recent corporate developments, its current business focus, and related fundraising efforts.

Board and Management

In May and early June of 2018, the board and management of BlocPlay Entertainment underwent changes reflecting the broadening of the Company's operations from video game developer and digital media publisher into the business of its recently acquired subsidiary TokenPlay - a developer of blockchain-based technologies for eSports and videogames (See news releases dated May 18, 2018 and June 12, 2018). The current board is comprised of Cameron Paddock, Richard Grieve, Simon Kim, and Usama Chaudhry. Mr. Paddock is the CEO, Mr. Chaudhry – the CFO, and Vince McMullin – the CTO of BlocPlay. The new directors of BlocPlay recognize that the Company has not held a recent shareholder meeting, and the management is committed to calling an annual general meeting of shareholders and has announced its AGM to be dated September 28, 2018.

The Board has decided to cancel 3.5-million-dollar financing. On November 29th, 2017, the Company under its subsidiary Stompy Bot closed a \$2 million-dollar financing, as it was in dire need for funds with considerable outstanding liabilities and debt. This acquisition was a remarkable opportunity for the company, as it was concluded without any cash contribution, only with shares. The company received a unique chance to acquire a dynamic company in the blockchain gaming space and to achieve a much broader revenue potential, servicing the entire gaming community, developing TokenPlay Gaming Platform's business model. This would attain a much higher revenue potential compared to the last year's business model featuring a single game (re-release of Heavy Gear Assault under Stompy Bot Productions). Both opportunities require considerable proceeds to enhance and develop their current state and will continue to need additional funding to fully develop both business models.

Our initial assessment of the Company and its assets is underway with additional evaluation from industry professionals and will conclude shortly with a Board recommendation and finalized

commitment to the business model in the best interest of the shareholders. The Company is currently in a negative cash flow position, and this re-evaluation of all of its current assets seeks to find the best value proposition for the shareholders. This may result in slowing down the development of less viable assets while maintaining company cash reserves, progressing at a moderate pace until financing is available.

Blocplay's Corporate Focus

The Company continues to pursue its efforts to establish a dominant position in the blockchain-enabled gaming and eSports world through TokenPlay, an Ethereum-powered platform planned to support the entire ecosystem, from sales to installation, interaction with developers, access to in-game events, and more. The Company was a participant at the recent E3 2018 Electronic Entertainment Expo in Los Angeles (see news release dated June 12, 2018) where its TokenPlay platform was exposed to an audience of nearly 70,000 attendees. As announced in the same news release, the Company has confirmed the demonstration of new "Launch Titles" and their developers as first adopters of the TokenPlay platform. The Company plans to increase that number to reach hundreds of offerings by year-end, subject to the availability of funds with ongoing efforts.

About BlocPlay Entertainment

BlocPlay Entertainment is the world's first peer-to-peer, de-centralized digital entertainment company. BlocPlay Entertainment develops in-house entertainment technologies including video games and services, and through its wholly-owned subsidiary TokenPlay, BlocPlay is developing a fully transparent distribution, publishing, and marketing platform for videogames and eSports to support video gamers, developers, and content creators worldwide.

For further information, please contact:

Cameron Paddock

BlocPlay Entertainment Inc.

Email: cameron@blocplays.com

Forward-Looking Information

This news release contains "forward-looking information" within the meaning of applicable securities laws. Statements containing forward-looking information can be identified by the use of words and phrases such as "plans", "expects" or "does not expect", "is expected", "budget", "scheduled", "estimates", "forecasts", "intends", "plans", 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 establishing TokenPlay platform as a dominant participant in the blockchain-based online gaming and eSports space and completing the proposed private placement. The Company has limited assets and its business in the early stages of development and there is no assurance that the Company will be successful in achieving its goals for the

TokenPlay platform. 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 developers with the experience and expertise to carry out the TokenPlay platform development, (ii) obtain the desired licences for the TokenPlay platform, (iii) obtain the funds necessary to carry out its business plans, and (iv) receipt of required regulatory approval. 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 the forward-looking information, including but not limited to: risks related to changes in the online gaming and eSports market; the estimation of personnel and operating costs; general global markets and economic conditions; competition faced in securing experienced personnel with appropriate industry experience and expertise; 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; and 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. There can be no assurance that the forward-looking information will prove to be accurate, and, therefore, 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 law.