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Versus Systems Granted US Patent for In-Game Rewards

New Patent Covers Player Verification, Dynamic Regulatory Compliance, and Real-World Rewards In-Game

Los Angeles, California, March 14, 2019 - **Versus Systems, Inc.** (“**Versus**” or the “**Company**”) (CSE:VS) (OTCQB:VRSSF) (FRANKFURT:BMVA) is thrilled to announce that, pursuant to a Versus filing made in 2015, the U.S. Patent and Trademark Office (USPTO) has issued U.S. Patent No. 10,242,538, titled “Systems and Methods for Creating and Maintaining Real Money Tournaments for Video Games.”

The issued patent protects a number of proprietary systems and methods for awarding real money, physical goods, digital currencies, and downloadable content to players inside video games and other interactive media. Versus uses these patented technologies within their Winfinite prizing platform, allowing players to play for real-world prizes inside their favorite games.

This granted patent:

- protects the subject systems and methods until 2035;
- covers claims around player identification and verification;
- covers technologies to determine prize eligibility for matches, tournaments, and sweepstakes based on a player's age, location, and other characteristics; and
- describes how the system can award multiple prize types to players that meet a variety of win conditions or achievements in-game.

Developers and publishers that partner with Versus to use the Winfinite platform will have access to the full suite of protected claims that address legal and regulatory compliance dynamically across federal, state, and local law - allowing content partners to place prizes in-game, or in-app for their players to earn as they play.

Matthew Pierce, Founder and CEO of Versus says, “We are very proud of our team and we are proud of the innovative technologies that we’ve developed. The Versus patent portfolio is a huge part of the value that we offer to partners that want to drive new, meaningful engagement within their content. We bring choice, and the opportunity to win real rewards into interactive media - and unlike videos, banner ads, and other advertising options, players and viewers can now win things that they really care about inside any Winfinite-enabled game, streaming media, or mobile application.”

In addition to the claims granted by the USPTO in this issued patent, Versus has filed a number of other claims related to their platform that are currently pending in the United States, and in other Patent Cooperation Treaty countries. Versus actively develops new

technologies for prizing and rewards inside interactive media and files for intellectual property protection accordingly.

About Versus Systems Inc.

Versus Systems, Inc. has developed Winfinite - a proprietary in-game prizing and promotions engine that allows game publishers and developers to offer in-game prizing across various platforms including mobile, console, PC games, and streaming media. Brands pay to place products in-game via Winfinite, and gamers choose which prizes they want before competing to win the rewards. For more information, please visit www.versussystems.com.

For more information on Versus Systems' new platform, WINFINITE, visit www.versussystems.com or visit Versus Systems official [YouTube channel](#).

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