



BlocPlay Entertainment announces the initial members of its Board of Advisors

March 15, 2018 Toronto, Ontario – BlocPlay Entertainment (CSE: PLAY) ("BlocPlay" or the "Company") is pleased to announce that it has established an Advisory Board to assist Management and its Board of Director's going forward.

“As we build out our Tokenplay platform the decades of experience, relationship networks and knowledge these advisors bring to our team is significant. It will allow us to avoid early roll out pitfalls and quickly accelerate our go to market timing” said Jon Gill – Chairman of BlocPlay Entertainment Group Inc.

Gilles Paquin

Toronto based Gilles Paquin is the President and CEO of Paquin Entertainment Group and has been involved with the North American live events entertainment industry for over 35 years as a developer and producer worldwide. Gilles has established long standing relationships with Live Nation, William Morris Endeavour, Sony Music, Universal, Kobalt, Sony ATV, CBC, Nickelodeon, Corus, and ITV UK. In 2009 Gilles founded and launched Venue Coalition, a company dedicated to programming arenas and theatres around North America, with sports, music, theatre, comedy and family events.

Eric Eislund

Toronto based Eric Eislund is the owner and managing partner of Act 5 Entertainment and the co-owner of Imaginatours Entertainment. Over the past 25 years he has successfully brought entertainment productions to over 50 countries, generating over \$1 billion in revenues by working with major show properties like Disney On Ice, Cirque du Soleil, Walking with Dinosaurs, Warner Bros, Universal Studios, Nickelodeon, Mattel, and Hasbro Studios.

Roman Krashanitsa, PhD

Vancouver based Roman Krashanitsa has a PhD in Applied Mathematics & Computer Science from the University of Arizona and has published numerous archived and conference papers on various academic topics in computer science. He has expertise in R&D and provides accreditation to many topics in the field of computer software. He is an industry veteran having more than 20 years of experience working in software development and academia. Roman held senior positions in software development companies and co-invented computational models and data processing techniques.

Royal O'Brien

Seattle based Royal O'Brien is Amazon's Lead Tech Evangelist and co-founder and CEO of Bitraider a proprietary digital distribution and streaming service- Bitraider. Through licensees Bitraider has more than 65M installs worldwide. Royal has built sales and engineering teams to augment growth for global market demands for current and next generation platforms. Negotiated commercial terms with varying sized companies, from indie to large scale public entities for licensing and support (take "of "out) technology.

Nick Beckley

Seattle based Nick Beckley is a high energy business developer in the video game industry with a specialty in marketing and sales for middleware and service based technologies including industry veterans such as RAD Game Tools. Nick was the business developer for Cloud based PlayFab recently purchased by Microsoft. Nick has established and maintained profitable business relationships with high profile clients such as Sony, EA and Wargaming.net.

Nate Cartwright

Silicon Valley based Nate Cartwright is a Partner at Human-ISM LLC leading deployment and management of new 40 Gigabit backbone datacenter network and high-availability security infrastructure. Nate is a server infrastructure expert with impressive accomplishments in the Bay Area companies including deployment of a wide range of mobile, desktop, server, and data-center systems. Nate has recently lead design and deployment of a new 40-gigabit datacenter network and security platform for Bay Photo Lab, now processing over 30,000 daily orders. Nate's focus is on-demand, always-online, data driven solutions.

About BlocPlay Entertainment

BlocPlay Entertainment is the world's first peer-to-peer, de-centralized digital entertainment company. Supporting video gamers, developers, and content creators - worldwide. Each day billions of consumers worldwide enjoy digital entertainment products. BlocPlay Entertainment plans to deliver a fully transparent distribution, publishing, and marketing platform for videogames and eSports events through our innovative tokenization system known as Token Play. BlocPlay Entertainment develops in-house entertainment technologies including video games and services.

About TokenPlay

Token is a technology company involved in the development of blockchain technology in the video game space, which will seek to provide a platform for the exchange of in-game currencies and tokens.

For further information, please contact:

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Forward-Looking Information

Certain information set forth in this news release may contain forward-looking information that involve substantial known and unknown risks and uncertainties. This forward-looking information is subject to numerous risks and uncertainties, certain of which are beyond the control of the Company, including, but not limited to, the impact of general economic conditions, industry conditions, failure to enter into a definitive agreement and complete the Acquisition, and dependence upon regulatory approvals. Readers are cautioned that the assumptions used in the preparation of such information, although considered reasonable at the time of preparation, may prove to be imprecise and, as such, undue reliance should not be placed on forward-looking information. The parties undertake no obligation to update forward-looking information except as otherwise may be required by applicable securities law.