FOR IMMEDIATE RELEASE

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React Gaming to offer LOOT.BET esports wagering skin via HHRP in the Philippines

- *React Gaming's Generationz subsidiary signs revenue sharing agreement with HHRP to operate LOOT.BET esports wagering skin in the Philippines*
- *HHRP owns one of four online gaming licenses in the Philippines, a large market with a population of over 109 million*
- *B2B market has significant growth potential for LOOT.BET's white-label applications requiring minimal capital*

Montreal, Quebec, Canada, May 17, 2022 — React Gaming Group Inc. ("**React Gaming**" or the "**Corporation**") (TSXV: RGG, OTCMKTS: ITMZF) is pleased to announce that its subsidiary Generationz Gaming Entertainment Inc. ("**Generationz**") has signed a white label revenue sharing agreement with HHRP Inc. ("**HHRP**") to operate LOOT.BET's esports wagering platform in the Philippines, pending successful certification of the LOOT.BET platform by Gaming Laboratories International.

"We are thrilled to have HHRP as a partner for the Philippines market, HHRP being one of only four companies holding online gaming licences in a country of more than 109 million people," said Laurent Benezra, President and CEO of React Gaming. "This agreement is part of our two-pronged growth strategy to expand LOOT.BET's reach into the B2C and B2B markets. The advantage of the B2B market is that LOOT.BET's platform will be offered to established customer bases, thus involving no customer acquisition cost on our part. Our partner will offer our white-label platform as its own to its customers and we will receive a portion of the revenue generated when those customers use the platform. The more popular our platform, the more revenue it will generate. The great thing about this model is that we can replicate it in multiple markets and with multiple online gaming providers at minimal cost."

About React Gaming Group

React Gaming Group (formerly known as Intema Solutions Inc.) (TSXV: RGG) is a publicly traded holding company that stands at the forefront of the esports and iGaming industry. By investing in innovative technologies that enhance tournaments, teams, and wagering, we provide our users with gaming platforms that produce non-stop action, exciting outcomes, and unparalleled enjoyment. Through the use of intelligent data, we also connect our sponsors to robust communities within the rapidly evolving industry, ensuring maximum engagement and substantial reward. For more information, please visit us at reactgaming.ca and follow us on LinkedIn, Twitter, Instagram and YouTube.

Forward-Looking Statements

This news release may contain "forward-looking statements" within the meaning of applicable Canadian securities laws. Forward-looking statements are necessarily based upon a number of estimates and assumptions that, while considered reasonable by management, are inherently subject to significant business, economic and competitive uncertainties, and contingencies. These statements generally can be identified by the use of forward-looking words such as "may", "should", "will", "could", "intend", "estimate", "plan", "anticipate", "expect", "believe" or "continue", or the negative thereof or similar variations. Forward-looking statements involve known and unknown risks, uncertainties and other factors that may cause future results, performance or achievements to be materially different from the estimated future results, performance or achievements expressed or implied by those forward-looking statements and the forward-looking statements are not guarantees of future performance. The Corporation's statements expressed or implied by these forward-looking statements are subject to a number of risks, uncertainties, and conditions, many of which are outside of the Corporation's control, and undue reliance should not be placed on such statements. Forward-looking statements are qualified in their entirety by the inherent risks and uncertainties surrounding the Corporation's activities, including: that the Corporation's assumptions in making forward-looking statements may prove to be incorrect; general adverse market conditions and competition; the inability to finance operations and/or obtain any future strategic investment necessary to implement new technologies; the inability to build a sustainable, conscientious company with a stronger presence online through new products in esports and gaming; the inability to obtain, or maintain, gaming license(s); and that market conditions related to the COVID-19 pandemic may negatively affect the outcome of the business or operations of the Corporation, including its results and financial condition. Except as required by securities law, the Corporation does not assume any obligation to update or revise any forward-looking statements, whether as a result of new information, events or otherwise.

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