Bragg's ORYX Gaming Awarded License in Greece

License to supply in Greek market extends Bragg's regulated market reach

TORONTO--(BUSINESS WIRE)--August 9, 2021--Bragg Gaming Group (TSX:BRAG, OTC: BRGGF) (**"Bragg"** or the **"Company"**) announced today that its wholly-owned subsidiary ORYX Gaming (**"ORYX"**) has been granted a license to supply its exclusive content via its proprietary remote games server to operators in Greece by the Hellenic Gaming Commission.

ORYX is now live and fully compliant in the jurisdiction, which has moved from an interim framework to become fully regulated, in line with a general trend among European countries in recent years.

The A1 license enables ORYX to supply its Greek licensed customers including OPAP, Stoiximan, Betsson and NetBet, with more online casino brands expected to go live in the market via the Company's ORYX Hub distribution platform this year.

Chris Looney, Chief Commercial Officer at Bragg said "Greece has the potential to become an important market for the group and this license underpins our commitment to our customers in the jurisdiction and represents a new milestone for us in our plans for expansion in regulated markets in Europe, North America and globally.

"Our technology is flexible, and it gives us the agility to adapt quickly to new market regulations, and we look forward to launching in many more new markets over the coming quarters with our in-house developed content, our player engagement tools and exclusive third-party content.

"We have a superb new roadmap of exclusive games coming up, including an increasing proportion from our own in-house studios, and we can't wait to bring them to Greek slots fans."

ORYX is already licensed in Malta and Romania, and is otherwise certified or approved to offer its content in multiple jurisdictions including Sweden, Denmark, Spain, Portugal, Czech Republic, Croatia, Serbia, Switzerland, Gibraltar, Estonia, Latvia, Colombia and, once the market opens as anticipated in Q4 2021, the Netherlands. It is in the process of obtaining further licenses in the UK, Belgium and in the U.S. states of New Jersey, Pennsylvania and Michigan, and is in the process of obtaining certification to supply in Italy.

About Bragg Gaming Group

Bragg Gaming Group (TSX:BRAG, OTC: BRGGF) ("Bragg") is a growing global gaming technology and content group and owner of leading B2B companies in the iGaming industry. Since its inception in 2018, Bragg has grown to include operations across Europe, North America and Latin America and is expanding into an international force within the global online gaming market.

Through its wholly-owned subsidiary ORYX Gaming, Bragg delivers proprietary, exclusive and aggregated casino content via its in-house remote games server (RGS) and ORYX Hub distribution platform. ORYX offers a full turnkey iGaming solution, including its Player Account Management (PAM) platform, as well as managed operational and marketing services.

Nevada-based Wild Streak Gaming is Bragg's wholly owned premium US gaming content studio. Wild Streak has a popular portfolio of casino games that are offered across land-based, online and social casino operators in global markets including the U.S. and U.K.

In May 2021, Bragg announced its planned acquisition of Nevada-based Spin Games, B2B gaming technology and content provider currently servicing the U.S. market. Spin holds licenses in key iGaming-regulated U.S. states and supplies Tier 1 operators in the region.

Find out more.

Cautionary Statement Regarding Forward-Looking Information

This news release may contain forward-looking statements or "forward-looking information" within the meaning of applicable Canadian securities laws ("**forward-looking statements**"). Forward-looking statements are provided for the purpose of presenting information about management's current expectations and plans relating to the future and allowing readers to get a better understanding of the Company's anticipated operating environment. Often, but not always, forward-looking statements can be identified by the use of words such as "plans", "expects" or "does not expect", "is expected", "budget", "scheduled", "estimates", "forecasts", "intends", "anticipates" or "does not anticipate", or "believes", or describes a "goal", or variation of such words and phrases or state that certain actions, events or results "may", "could", "would", "might" or "will" be taken, occur or be achieved.

All forward-looking statements reflect the Company's beliefs and assumptions based on information available at the time the statements were made. Actual results or events may differ from those predicted in these forward-looking statements. All of the Company's forward-looking statements are qualified by the assumptions that are stated or inherent in such forward-looking statements, including the assumptions listed below. Although the Company believes that these assumptions are reasonable, this list is not exhaustive of factors that may affect any of the forward-looking statements. The key assumptions that have been made in connection with the forward-looking statements include the following: the impact of COVID-19 on the business of the Company; the countercyclical growth of the business of the Company; the regulatory regime governing the business of the Company; the operations of the Company; the products and services of the Company; the Company's customers; the growth of Company's business, which may not be achieved or realized within the time frames stated or at all; the integration of technology; and the anticipated size and/or revenue associated with the gaming market globally.

Forward-looking statements involve known and unknown risks, future events, conditions, uncertainties and other factors that may cause actual results, performance or achievements to be materially different from any future results, prediction, projection, forecast, performance or achievements expressed or implied by the forward-looking statements. Such factors include, among others, the following: risks related to the Company's business and financial position; that the Company may not be able to accurately predict its rate of growth and profitability; the risks associated with the completion of the acquisition of Spin; risks associated with general economic conditions; adverse industry events; future legislative and regulatory developments; the inability to access sufficient capital from internal and external sources and on favorable terms; realization of growth estimates, income tax and regulatory matters; the ability of the Company to implement its business strategies; competition; economic and financial conditions, including volatility in interest and exchange rates, commodity and equity prices; changes in customer demand; disruptions to our technology network including computer systems and software; natural events such as severe weather, fires, floods and earthquakes; and risks related to health pandemics and the outbreak of communicable diseases, such as the current outbreak of COVID-19. Although the Company has attempted to identify important factors that could cause actual actions, events or results to differ materially from those described in forward-looking statements, there may be other factors that cause actions, events or results not to be as anticipated, estimated or intended. There can be no assurance that forward-looking statements will prove to be accurate, as actual results and future events could differ materially from those anticipated in such statements. Accordingly, readers should not place undue reliance on forward-looking statements.

The Company disclaims any intention or obligation to update or revise any forward-looking statements whether as a result of new information, future events, or otherwise, except in accordance with applicable securities laws.

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