

GAMING CORPS updates Slam Dunk Basketball 2

Play & Do Good: hit mobile game **SLAM DUNK BASKETBALL 2** enhanced with 'Freemium Philanthropy'

UPPSALA, SWEDEN / SLIEMA, MALTA — January 23 2017 — Gaming Corps AB and Karmafy today announce the roll-out of the much anticipated update to **Slam Dunk Basketball 2**. Over the coming weeks, Gaming Corps AB and Karmafy will enable Karmafy 'Freemium Philanthropy' to players across all territories.

"Building on the continued success of **Slam Dunk Basketball 2**, we have listened to our player community and made several enhancements to the game in addition to introducing Karmafy as an optional but responsible feature." – Magnus Kolaas, CEO of Gaming Corps.

"In addition to rolling out Karmafy to key territories, over the next few weeks, a number of key enhancements now make for a better player experience." said Michael Schmidt, Head of Product at Karmafy, "Audio is improved, player rewards are enhanced and social features are now more robust."

Gaming Corps AB uses the Karmafy platform to let players freely direct a portion of game revenue to good causes. Partnered with a number of charitable organizations; **Right To Play, Water.org**, **APOPO, Kickstart International** and **Barefoot College**, players can now directly impact their favorite charities simply by playing Slam Dunk 2 - and it is free.

About Gaming Corps AB: Gaming Corps develops video games based on own IP as well as for well-known international brands. Company shares are traded on Nasdaq First North under the ticker GCOR. The company's Certified Advisor is Remium Nordic AB.

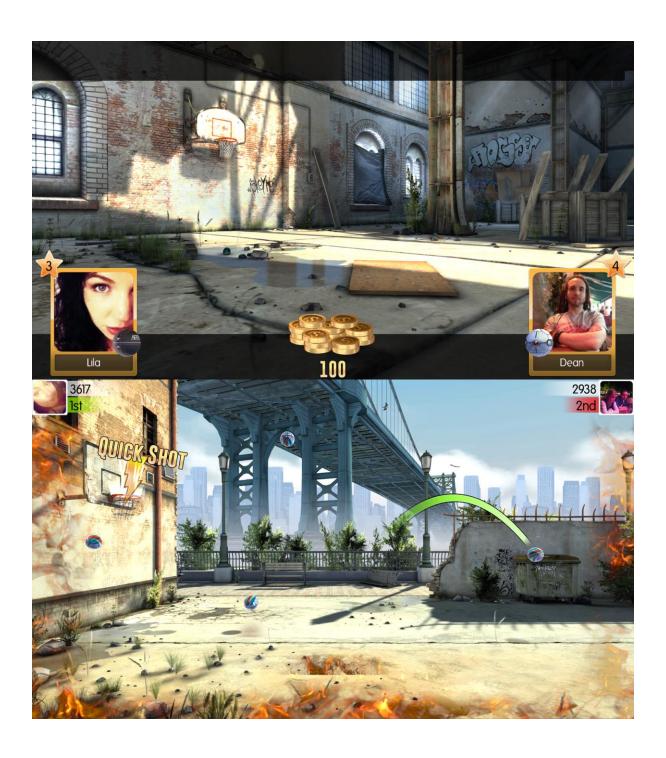
About Karmafy: Karma Holdings Ltd., is a Malta based startup and creator of the Karmafy Platform. Supported by Malta Enterprise, Karmafy is a B2B technology platform for driving engagement in games, enterprise applications, websites and more.

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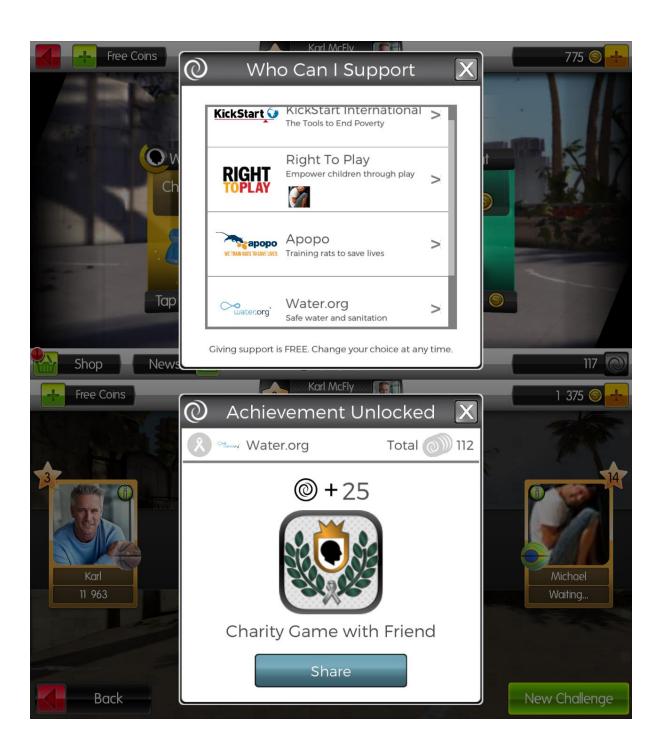
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