

TOURN

Tourn releases Challenge, a competitive gaming platform for gamers and gaming influencers

Challenge (<https://challenge.gg>), is a competitive gaming platform. This is another step into the esports- and gaming segment by TOURN. The

gaming industry has grown significantly in the last couple of years with several of the largest influencers in the world now being gamers. TOURN has through its Youtube platform Nagato and its fintech company Charge strived to take a larger market share in this growing segment. Challenge is the next venture to expand our esports segment.

Challenge is a fully automated competitive gaming platform that can bring a natural revenue stream for gamers and gaming influencers. We consider this platform to be an important step in the ecosystem TOURN is building. At the time of launch, users will be able to compete in Fortnite initially, with more games being made available during the year.

"As opposed to other competitive platforms on the market, Challenge is fast and simple to use, which we believe to be a winning concept. Signing up only takes a matter of minutes, in contrast to other platforms where wait times can be between a couple of hours, up to many days.

Being a gamer myself, I am very pleased with the results and will be looking forward in anticipation of how the platform will be received by the market." - Robin Stenman, CEO of TOURN

Challenge is a collaboration with the tech company Yfynoy AB, which originates from Spring People AB (<https://spring.se>). TOURN owns Challenge and is the creator of the project. Yfynoy AB has developed the platform and will continue with future developments.

Revenue generated by Challenge will go to TOURN after which Yfynoy AB will receive a variable share. TOURN will market Challenge through the growing network of gamers around the world provided by NAGATO and Charge.

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