



Gaming Corps and Chimney Pot to cooperate on innovative interactive narrative project

Gaming Corps AB (Nasdaq: GCOR) is pleased to announce its partnership with world class production house and digital agency Chimney Pot AB to begin to develop the next evolution of interactive storytelling for both streaming video platforms like Netflix and Hulu and conventional video game platforms like PS4 and XBox ONE.

In a first step, Gaming Corps and Chimney Pot aim to cooperate on developing and promoting a demo production with ambitions to be sold to a major streaming content provider along with keeping the IP-rights to be able to also monetize through traditional platforms in the games industry. The two companies has entered a term sheet regarding the cooperation, where Gaming Corps commits to invest 500 KSEK into the demo along with providing project management, while Chimney Pot commits to invest production resources equivalent to 2 MSEK into the demo. The term sheet forms the basis for reaching a definitive long form agreement before July 15, 2018.

Mike Doyle, new CEO of Gaming Corps and production veteran from companies that include THQ, EA and Twentieth Century Fox says, "We feel enormously privileged to be able to partner with a truly elite creative production house like Chimney Pot. We are especially excited to begin to blend feature film visual fidelity and storytelling with the compelling interactive mechanics of the video game industry. Our goal is to set the next bar for interactive narrative experiences and to become the next content channel for all streaming platforms."

For more information about Chimney Pot, please visit: <https://www.chimneygroup.com>

IR- och PR related questions:

Mike Doyle, CEO, Email: ir@gamingcorps.com

This information is information that Gaming Corps AB is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, through the agency of the contact person set out above, at 08.30 CET on June 18 2018.