

Versus Systems Officially Launches WINFINITE SDK for Game Developers Using the Unity Game Engine

WINFINITE Software Development Kit for Game Developers and Publishers Using the Unity Game Engine Now Available

Los Angeles, California--(Newsfile Corp. - June 6, 2019) -**Versus Systems, Inc. (CSE: VS) (OTCQB: VRSSF) (FSE: BMVA) ("Versus" or the "Company")** announces the official launch of its patented WINFINITE platform's SDK for Unity. The software development kit permits developers and publishers of video games using the Unity engine to easily integrate Versus' patented WINFINITE platform to offer their players in-game contests and sweepstakes, which drive engagement, retention, and growth by connecting games with advertisers and brands to prize players with real-world goods and services as rewards. The Unity engine is the world's most popular game engine with over half of the world's games developed using Unity.

"We're now pleased to provide turnkey access to the WINFINITE platform for developers and publishers leveraging the Unity game engine," said Matthew Pierce, Founder and CEO of Versus Systems. "Every month people download over two billion Unity games, and over half of all games are now developed with Unity. The Winfinite SDK can now be integrated by teams of all sizes in a few business days. We've got more WINFINITE platform SDKs coming soon and are excited to kick-off our engine-specific efforts supporting Unity devs."

"Devs and pubs integrating WINFINITE not only gain access to brands as prizing partners, they immediately leverage Versus' Dynamic Regulatory Compliance features to manage and schedule contests and sweeps, engaging their players without worrying about ever changing state-by-state eligibility and regulations," said John O'Connell, Head of Business Development of Versus Systems. "Previous hurdles around contests and sweeps, for developers of all sizes, become a thing of the past - teams can now focus on their ideal mix of challenges, partnerships, and rewards which provide the optimal player experience in-game."

WINFINITE for Developers, Brands and Players

Developers can learn more and sign-up to access the SDK here:

<https://www.mywinfinite.com/>

WINFINITE Developer Hub

Developers can learn more about integrating the SDK with docs, tutorials and code samples:

<https://winfinite-unity-sdk.readme.io/>

The WINFINITE SDK for Unity by Versus Systems features a lightweight platform core and out-of-the-box customizable UI, which reduces the time to integrate for most developers to 10 business days or less. Once integrated, the SDK results in less than 1MB of additional

footprint. Unity Versions 2017.1 through 2018.4 are currently supported for games live and to be released on iOS and Android. Players in eligible regions of the United States and Canada are currently able to win prizes and rewards with expansion to new regions rolling out in future updates when available.

About Versus Systems

Versus Systems, Inc. has developed WINFINITE - a proprietary in-game prize and promotions engine that allows game publishers and developers to offer in-game prizes across various platforms including mobile, console, PC games, and streaming media. Brands pay to place products in-game via WINFINITE, and gamers compete for those prizes. For more information, please visit www.versussystems.com.

For more information on Versus Systems' new platform, WINFINITE, visit www.versussystems.com or visit Versus Systems official [YouTube channel](#).

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