

Versus Sees 67% Increase in Per-Player Session Volume Across the Platform in March

People playing more games worldwide as they stay indoors during COVID-19 outbreak

Los Angeles, California--(Newsfile Corp. - March 20, 2020) - Versus Systems, Inc. (CSE: VS) (OTCQB: VRSSF) (FSE: BMVA) ("Versus") has seen a 67% increase in the number of sessions played per player across Versus-enabled mobile and PC games in March as people worldwide play more casual and social multiplayer games during the coronavirus pandemic. Some mobile games have shown an over 300% increase in prizing sessions compared to the same period in February.

As <u>Forbes has reported</u>, games are being played at record levels as COVID-19 keeps people inside. This is consistent with reports from the Apple app store in China where game downloads are up <u>27.5% year over year</u>.

About Versus Systems

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

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