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XSport Global Inc., and Teravision Games Advanced HeadTrainer App Engagement

Charlotte, NC, Feb. 07, 2019 (GLOBE NEWSWIRE) -- via NEWMEDIAWIRE -- [XSport Global, Inc. \(OTCQB: XSPT\)](#) ("XSport Global" or the "Company"), a leading youth and collegiate sports technology and media holding company focused on developing disruptive sports-centric technologies and related media projects around the world, today announced HeadTrainer, a division of XSport Global, has entered into a 12-month contract with [Teravision Games](#), a gaming development studio with marquee clients, to further upgrade HeadTrainer's mobile applications.

Teravision Games has a long history of building unique, rich mobile apps, games, and 3D animations. Partnering with the management team of XSport Global, Teravision will be focused on furthering the innovation and development of the HeadTrainer mobile platform, and driving towards a full product launch in 2019.

The HeadTrainer app will leverage the latest research in cognitive science designed to engage and improve an athlete's cognitive skills in five key areas; Focus/Concentration, Visual-Spatial Awareness, Decision Making, Processing Speed, and Memory. Coupling state of the art technology, with gaming mechanics designed in partnership with MobLabs, HeadTrainer will enable athletes to train and improve their cognitive skills, which recently, have come to be accepted as a major factor in athletic performance. Targeting youth athletes, the HeadTrainer mobile platform utilizes training regimens developed by sports psychologists and professional coaches across a wide range of sports.

Upon the official rollout of the HeadTrainer mobile app, the company anticipates there will be an initial purchase allowing users access to the premium features within the app. In addition, users will also have the ability to enhance their experience through additional in-game purchases, including the customization of avatars, specialized tournaments and events, and ongoing upgrades for more advanced cognitive training and applications.

"Teravision Games has developed leading games for numerous high-profile clients including Nickelodeon, Disney, and Unicef. We are pleased to move our engagement with Teravision Games forward," stated Robert Finigan, Chief Executive Officer of XSport Global. "The team has embraced our vision for HeadTrainer, and has provided tremendous insights and solutions—dramatically improving the overall experience of the product. In addition, Teravision Games has extensive experience launching top-tier products into Spanish-speaking markets, a critical market for our company. As we expand our global footprint, we envision the HeadTrainer app to be quickly adopted across the U.S., but also in international soccer leagues and camps across Latin America and the Caribbean." Robert concluded, "We have a win-win partner in Teravision Games."

Paul Mackie, COO and Co-Founder of Teravision Games, stated, "When we opened discussions with XSport Global, we were intrigued by the opportunity to merge mobile

gaming with a specialized training app that would change the overall manner in which athletes train and advance their mental workouts. As we move the development of HeadTrainer forward, we are excited to commercialize this app, knowing that it will change the way serious athletes push themselves forward to arrive at new goals and record-breaking firsts.”

About XSport Global, Inc.

[XSport Global, Inc. \(OTCQB: XSPT\)](#) is a leading youth and collegiate sports technology and media holding company focused on developing disruptive sports-centric technologies and related media projects around the world, where sports industries and players are highly regarded. Backed by a roster of professional athletes and brand ambassadors, we seek to help athletes achieve their full potential through cognitive training, careers, genetics, recruiting and more. Our flagship company HeadTrainer, Inc was established to create, develop, promote, market, produce, and distribute online/mobile application cognitive training tools initially intended for the youth, millennial, and adult sports markets. The mobile platform was designed and developed in careful coordination with a team of professionals from the fields of science and medicine, and world-class athletes from a variety of sports. Visit www.xsportglobal.com and www.headtrainer.com for more information.

About Teravision Games:

[Teravision Games](#) is a video game development studio based in Bogota, Colombia. Founded in 2006, Teravision has created more than 80 games for companies like Disney, Nickelodeon, DHX, PBS, Namco and Atari. Teravision has strong expertise in all areas of game development including game design, programming and art, and has extensive experience using game engines such as Unity and Unreal Engine 4.

Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995

Any statements contained in this press release that do not describe historical facts may constitute forward-looking statements as that term is defined in the Private Securities Litigation Reform Act of 1995. You can identify forward-looking statements by words such as “anticipate,” “believe,” “could,” “estimate,” “expect,” “intend,” “may,” “plan,” “should,” “would” or similar words. You should consider these statements carefully because they discuss our plans, targets, strategies, prospects and expectations concerning our business, operating results, financial condition and other similar matters. These statements are subject to certain risks, uncertainties, and assumptions, including, but not limited to, risks and uncertainties relating to the Company’s ability to develop, market and sell products and services, based on its technology; the expected benefits and efficacy of the Company’s products, services and technology; the availability of additional funding for the Company to continue its operations and to conduct research and development, and future product commercialization; and, the Company’s business, research, product development, regulatory approval, marketing and distribution plans and strategies; the ability of the Company to execute on a business plan that permits the technologies and innovations businesses to provide sufficient growth, revenue, liquidity and cash flows for sustaining the Company’s go-forward business, and the risks identified and discussed under the caption “Risk Factors” in the XSport Global Annual Report filed with the Securities and Exchange Commission (the “SEC”) and the other documents XSport Global files with the SEC from time to time. There will be events in the future, however, that XSport Global is not able to predict accurately or control. XSport

Global's actual results may differ materially from the expectations that XSport Global describes in its forward-looking statements. Factors or events that could cause XSport Global's actual results to materially differ may emerge from time to time, and it is not possible for XSport Global to accurately predict all of them. Any forward-looking statement made by XSport Global in this press release speaks only as of the date on which XSport Global makes it. XSport Global undertakes no obligation to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise, except as required by law.

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