

U.S. Patent Office Grants New Patent Claims for Versus Systems' In-Game Rewards Platform

New Patented Claims Cover Location-Based Prizing and Real-World Rewards in Interactive Media

Los Angeles, California--(Newsfile Corp. - September 24, 2020) -Versus Systems, Inc. (CSE: VS) (OTCQB: VRSSF) (FSE: BMVA) ("Versus" or the "Company") announces that, pursuant to a Versus filing made in 2015, the U.S. Patent and Trademark Office (USPTO) has allowed 23 new claims associated with a patent filing titled "MANAGING REWARDS IN INTERACTIVE MEDIA ACROSS GEOGRAPHICAL LOCATIONS."

The patented claims protect, among other things, systems and methods for including a participant's current geography in the prizing calculus. Along with other characteristics, a participant's location at a specific time (in a stadium, at a concert, on a bike ride, within proximity to a specific vendor) may impact which prizes are available to that participant. Prize providers on the Versus platform may use this patented functionality to create campaigns specific to certain locations, and certain events, while also allowing different prizes to be offered and won by participants who are playing or watching Versus-enabled content in different locations.

As with other recent granted patents, these claims include explicit coverage for mobile, console, and PC games like those available on HP OMEN. They also account for apps, AR/VR applications, and other forms of interactive media. Developers and publishers that partner with Versus will have access to the full suite of protected claims and patents that Versus has been granted, addressing legal and regulatory compliance dynamically across federal, state, and local law - allowing content partners to place prizes in-game, or in-app for their players to earn as they play.

In addition to these new claims granted by the USPTO, as well as their other issued patents, Versus has filed a number of other claims related to their platform that are currently pending in the United States, and in other Patent Cooperation Treaty countries. Versus actively develops new technologies for prizing and rewards inside interactive media and files for intellectual property protection accordingly.

About Versus Systems Inc.

Versus Systems, Inc. has developed a proprietary in-game prizing and promotions engine that allows game publishers and developers to offer real-world in-game rewards across various platforms including mobile, console, PC games, and streaming media. Brands pay to place products in-game via Winfinite, and gamers choose which prizes they want before competing to win the rewards. 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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