

Good Gamer Entertainment Announces New Board Members

VANCOUVER, BC, December 23, 2021 – [GOOD GAMER ENTERTAINMENT INC. \(TSXV:GOOD\)](#) (“Good Gamer” or the “Company”), a real-money skill-gaming operator and games developer, is pleased to announce the election of Adam Hudani and Gurminder Sangha to its board of directors following the Company’s annual general and special meeting of shareholders on December 23, 2021.

Mr. Hudani has spent over 10 years operating at the forefront of online gaming, anti-fraud, and control operations. Prior to joining GoodGamer, Adam oversaw Casino, Sportsbook and Poker verticals for the GreySnow Group. Previous to this role, Adam held a senior management role for Choxi which was able to grow revenue to over \$300M in 4 years' time. He started his gaming career as Fraud Supervisor for Full Tilt poker before moving into higher management roles with that organization.

Mr. Sangha is proposed to be a director of the Resulting Issuer. Mr. Sangha is experienced in the financial industry with a particular focus of providing advisory services to both private and publicly traded companies. Mr. Sangha is currently the CEO of First Energy Metals Ltd. and Director of TSX Venture listed Ineo Tech Corp. He brings over 18 years of diverse experience related to financial management, business leadership, and corporate strategy. While serving as a board member of various publicly traded listed companies he has led initiatives related to corporate finance, business development, and corporate governance. Mr. Sangha holds a MBA from both Queens University and Cornell University.

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About Good Gamer Entertainment Inc.

[Good Gamer Entertainment Inc. \(TSXV:GOOD\)](#) is a real-money skill gaming operator and games developer that holds a 100% interest in its wholly-owned subsidiary Good Gamer Corp. Good Gamer’s principal business is operating its online Esports skills-based real-money gaming tournament management platform (the “Tournament Management Platform”) in Canada and the United States. The Tournament Management Platform allows players to compete against other users for real prizes in skills-based casual mobile games. All games on the Tournament Management Platform are one hundred percent (100%) skill-based and do not involve random number generation elements.

Forward-Looking Statements

Information set forth in this news release contains forward-looking statements that are based on assumptions as of the date of this news release. These statements reflect management's current estimates, beliefs, intentions and expectations. They are not guarantees of future performance. The Company cautions that all forward-looking statements are inherently uncertain and that actual performance may be affected by a number of material factors, many of which are beyond the Company's control. Such factors include, among other things: risks and uncertainties relating to general business, economic, competitive, political and social uncertainties; and the delay or failure to receive board, shareholder or regulatory approvals. Accordingly, actual and future events, conditions and results may differ materially from the estimates, beliefs, intentions and expectations expressed or implied in the forward-looking information. Except as required under applicable securities legislation, the Resulting Issuer undertakes no obligation to publicly update or revise forward-looking information.

The forward-looking statements contained in this news release are made as of the date of this news release. Except as required by law, the Company disclaims any intention and assumes no obligation to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise.

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