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YUUZOO ACQUIRES DISTRIBUTION AND MARKETING RIGHTS FOR MOBILE GAMES FOR 11 OF THE WORLD'S MOST POPULAR FOOTBALL CLUBS INCLUDING CHELSEA FC, REAL MADRID, MANCHESTER CITY FC, FC BARCELONA, LIVERPOOL FC, AC MILAN AND ARSENAL FC

- *Signed agreement with Circle of Champions Inc. (“CoC”) gives YuuZoo distribution and marketing rights for mobile games developed for 11 of the world’s most popular teams*
- *Teams for whom CoC have created games include 2015 Champions League winner FC Barcelona, 2015 EPL champions Chelsea FC, 2014 Champions League winner Real Madrid, 2014 EPL champions Manchester City FC, AC Milan, the most successful team in UEFA history and 46-time Scottish champions Glasgow Celtic*
- *Average Revenue Per Paying User (“ARPPU”) of games have reached 295 USD after distribution partner share*

Singapore, September 8, 2015: Singapore-listed YuuZoo Corporation (“YuuZoo” SGX: AFC.SI), a leading global third generation social e-commerce company, today announced it has partnered with Sweden-based Circle of Champions Inc. to distribute and market, in the markets where it has franchisees and partners, CoC’s popular and high-revenue generating Android and iOS mobile games **Powershot Challenge** and **Striker Challenge** (“Games”).

The Games, developed by CoC, have been created for the world’s top football clubs including 2015 Champions League winner FC Barcelona, 2015 EPL champions Chelsea FC, 2014 Champions League winner Real Madrid, 2014 EPL champions Manchester City FC, AC Milan, the most successful team in UEFA history, 46-time Scottish champions Glasgow Celtic, 18-time England football champions Liverpool FC, 73-time Portuguese football champions S.L. Benfica, 3-time Italian Serie A winners AS Roma and 12-time English FA Cup winners Arsenal FC.

Under the agreement signed with CoC, YuuZoo plans to build online “virtual clubhouses” for the football teams, which will facilitate downloading the Games, as well as enabling fans to purchase fan merchandise, interact with other fans and club representatives, and, where YuuZoo has the relevant rights, engage in online gaming. The revenues from all activities, including in-app purchases, e-commerce, advertising and gaming will be shared between CoC and YuuZoo.



The combined global fan base of the teams CoC has contracts with exceeds 1 billion, while the combined fan base registered on Facebook exceeds 320 million.

The Games are structured as competitions, in which the gamer chooses the team and the player avatar, and tries to score in a series of 5 kick-offs. The gamer can enhance player attributes by buying packs,



priced from 1.79 euro up to 89.99 euro. The packs help the player to win the competition, as well as giving an opportunity to win exclusive "money-can't-buy" prizes, including the possibility to be flown to the club of his choice and participate in the club's training sessions and view top games in VIP stadium seats, including Champions' League games.

As a result of the exclusive "money-can't-buy" prizes the average revenue per paying user has reached as high as 295 USD net (after Apple or Google store share) per year.

YuuZoo has already started talks with its TV network partners in China and Africa for the possible launch of TV shows that would market the Games to their respective TV viewers. In addition, YuuZoo will market the Games to its recently acquired 31 million mobile gamers user-base, which sits mainly in China and other Asian countries.

Thomas Zilliacus, Chairman and CEO, YuuZoo said, *"We are extremely excited about the opportunity to work together with Circle of Champions. The clubs CoC already has created games for a global fan base of over 1 billion. These fans are likely, as the ARPPU in Europe show, to spend significant amounts of money for the possibility of winning a VIP-trip to their favourite club. We already have had very favourable initial response to the idea of TV shows for the promotion of the games from some of the largest TV networks in Asia and Africa. Our own reach to over 30 million mobile gamers after the recent acquisitions enables us to reach tens of millions of gamers directly. Getting as users just 0.1% of the global fan base of the clubs CoC has developed games for means more than 1 million users. If all become active paying users at the 295 USD ARPPU that CoC has seen already, this would generate close to 300 million USD in in-game revenue".*

ABOUT YUUZOO:

Headquartered in Singapore and listed on the SGX mainboard (SGX: AFC), with access, after the recent acquisition of 26 million mobile gamers in China, to over 110 million users in 164 countries, YuuZoo uniquely combines social networking, e-commerce and gaming in a mobile-optimized, fully localized virtual shopping mall, where the consumer can access hundreds of targeted social networks, targeted shops and targeted entertainment through one single login. All networks are localized for each market as comes to language as well as merchandise and design. To see the networks, log into: www.yuuzoo.com. For more information about YuuZoo, please log on to: www.yuucorp.com

ABOUT CIRCLE OF CHAMPIONS:

Circle of Champions Inc. is a recently formed 50-50 joint venture between ICYOU AB of Sweden and Mobile FutureWorks Inc. ("MFW"). MFW is also a controlling shareholder of YuuZoo. With offices in Sweden, Singapore and Thailand, where the game development is centered, CoC initially has focused on creating games for the world's most popular sport, football, but with the capacity and intent to expand into other popular team sports such as basketball, rugby, cricket, ice-hockey etc. To view the games for the various clubs, download "Powershot Challenge" or "Striker Challenge". On iOS or Android

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Macquarie Capital (Singapore) Pte. Limited ("Macquarie") was the financial adviser to W Corporation Limited (now known as YuuZoo Corporation Limited) in relation to the acquisition of the entire issued and paid-up share capital of YuuZoo Corporation and its subsidiaries. Macquarie assumes no responsibility for the contents of this announcement.