

VERSUS SYSTEMS' JOHN O'CONNELL TO LEAD ROUNDTABLE AT D.I.C.E. SUMMIT EUROPE

Vancouver, British Columbia – September 13, 2016 – Versus Systems Inc. (the “**Company**” or “**Versus**”) (CSE:VS) is pleased to announce founding advisor John O’Connell will lead a roundtable on in-game engagement at the D.I.C.E. Summit Europe 2016 taking place in Barcelona September 11th - 13th.

O’Connell will be speaking at the game developer’s conference, now in its 4th year in Europe, hosting a roundtable called “**Engaging Your 99%**”.

He will discuss with key publisher and developer attendees, the latest technologies to promote player engagement in their games. In addition to Versus, O’Connell will be discussing social, livestreaming, virtual crafting marketplaces, and new technologies related to the growing eSports movement. The roundtable is an opportunity for gaming executives to discuss and examine services designed to proactively engage the majority of their players - including “eSports for all” initiatives and others.

John O’Connell comments “At Versus’ first D.I.C.E. in Las Vegas in February, we led a very successful roundtable with executives from Blizzard, Microsoft, Sony, Warner Bros and others. I’m looking forward to being a part of D.I.C.E. Europe in Barcelona, to connect with the leaders of the large and growing gaming industry in Europe.”

The **D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit Europe** is an annual multi-day gathering of video game executives held in Barcelona, Spain. The conference differs from other conferences with its emphasis on the business and production sides of the industry - it is the European expansion of the annual North American D.I.C.E. Summit, held every February in Las Vegas, Nevada.

The conference specializes in providing a more intimate venue for select industry leaders to network. Attendees include C-level executives from Activision Blizzard, AMD, Bossa Studios, Electronic Arts, CCP, the ESA, the ESRB, Flare Games, Insomniac, IO Interactive, Microsoft, Nintendo, Riot Games, Sony Interactive Entertainment, Starting Point, Tencent, tinyBuild, Unity and more. For more information on the D.I.C.E. Summit please visit <http://www.dicesummit.org/>.

About Versus

Versus Systems, Inc., a Nevada corporation with offices in Los Angeles, California and Vancouver, British Columbia, is developing state-of-the art technology that allows video game publishers and developers to offer prize-based matches and tournaments within their games. This proprietary technology is currently being integrated into select games expected to be in market in Q1 2017.

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Reader Advisory

Certain statements in this release are forward-looking statements, which include regulatory approvals, development of technology, timing of completion of technology and other matters. Forward-looking statements consist of statements that are not purely historical, including any statements regarding beliefs, plans, expectations or intentions regarding the future. Such information can generally be identified by the use of forwarding looking wording such as “may”, “expect”, “estimate”, “anticipate”, “intend”, “believe” and “continue” or the negative thereof or similar variations. Readers are cautioned not to place undue reliance on forward-looking statements, as there can be no assurance that the plans, intentions or expectations upon which they are based will occur. By their nature, forward-looking statements involve numerous assumptions, known and unknown risks and uncertainties, both general and specific, that contribute to the possibility that the predictions, estimates, forecasts, projections and other forward looking statements will not occur. Forward-looking statements contained in this press release are expressly qualified by this cautionary statement. Forward-looking information is based on certain key expectations and assumptions made by the management of the Company including the development of its technology, including the effectiveness of the technology. Although the Company believes that the expectations and assumptions on which such forward-looking information is based are reasonable, undue reliance should not be placed on the forward-looking information because the Company can give no assurance that they will prove to be correct. There can be no assurance that such statements will prove to be accurate and actual results and future events could differ materially from those anticipated in such statements. Important factors that could cause actual results to differ materially from the Company’s expectations include consumer sentiment towards the Company’s technology, technology failures, competition, and failure of counterparties to perform their contractual obligations and other risks detailed from time to time in the filings made by the Company in securities filings.

The forward-looking statements contained in this press release are made as of the date of this press 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. Additionally, the Company undertakes no obligation to comment on the expectations of, or statements made by, third parties in respect of the matters discussed above.

The Canadian Securities Exchange has not reviewed, nor approved the content of this news release.