

31 May 2017

Gfinity plc
("GFIN" or the "Company")

Total Voting Rights

Gfinity plc (AIM: GFIN), a leading eSports business, announces that the Company's issued share capital as at the date of this announcement comprises 188,663,570 ordinary shares, with one voting right per share ("Ordinary Shares"). The Company does not hold any Ordinary Shares in treasury. The total number of Ordinary Shares and voting rights in the Company is therefore 188,663,570.

The above figure may be used by shareholders as the denominator for the calculations by which they will determine if they are required to notify their interest in, or a change to their interest in, the share capital of the Company under the FCA's Disclosure Guidance and Transparency Rules.

Enquiries:

Gfinity plc

Neville Upton, Chief Executive Officer

www.gfinityplc.com

Via Walbrook PR

Allenby Capital Limited – Nominated Adviser and Broker

Jeremy Porter / John Depasquale / James Thomas

Tel. +44 20 3328 5656

Walbrook PR (Media & Investor Relations)

Paul Cornelius / Helen Cresswell / Sam Allen

Tel: +44 (0)20 7933 8780

or gfinity@walbrookpr.com

About Gfinity

Founded in 2012, Gfinity has quickly established itself as one of the world's leading eSports companies. The London-based business enjoys strong relationships with game publishers, players and the wider eSports community and has already built a strong reputation for delivering high quality competitions, both on-line and off-line, and producing industry leading eSports broadcasts.

The Company has over half a million registered users, eligible to compete in its online competitions and stages world leading off-line events, which see the top players in the world, across a range of eSports titles travel to the Gfinity Arena in London to take part in competitions, which are broadcast on-line to millions of viewers around the world. The Company stages events featuring a number of top video gaming titles, across PCs, consoles and mobile devices.

The Company monetises the strong position that it has created through a combination of sponsorship, advertising, broadcast income relating to Gfinity's own events and through fees received for creating and delivering bespoke events for sponsors and game publishers seeking to engage with the eSports community.