

RNS Reach

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Gaming Realms plc

(the "Company" or the "Group")

Gaming Realms wins AIM Market Company of the Year in the Online Money Awards 2024

Gaming Realms plc (AIM: GMR), the developer and licensor of mobile focused gaming content, is delighted to announce it has been named as the AIM Market Company of the Year in the Online Money Awards 2024.

The annual Online Money Awards are organised by Holiston Media, in conjunction with The Armchair Trader, a highly experienced team of writers, each with a minimum of 20 years in the market. The aim of these awards is to recognise and reward the best-performing companies in the self-directed private investment and wealth sectors. In total, across the 21 award categories, covering private investing, wealth management and trading, the awards received over 8,000 votes from more than 2,500 unique visitors, making it the highest number of votes since the awards started three years ago.

Mark Segal, Chief Executive of Gaming Realms, commented: *"Gaming Realms is honoured that the hard work of its whole team has been recognised through winning the AIM Market Company of the Year award."*

"Winning this award highlights our Group's ability to navigate a turbulent market and the ever evolving landscape of the gaming industry. I extend my thanks to everyone who voted for us and made winning this award possible. We look forward to another year of game launches and market expansion."

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About Gaming Realms

Gaming Realms creates and licenses innovative games for mobile, with operations in the UK, U.S., Canada and Malta. Through its unique IP and brands, Gaming Realms is bringing together media, entertainment and gaming assets in new game formats. As the creator of a variety of Slingo™, bingo, slots and other games, we use our proprietary data platform to build and engage global audiences. The Gaming Realms management team includes accomplished entrepreneurs and experienced executives from a wide range of leading gaming and media companies.

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