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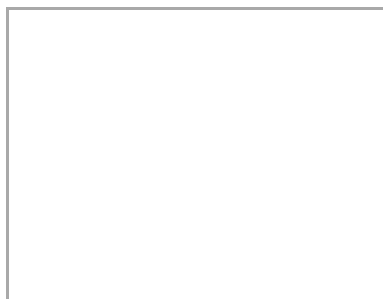


Spyr Announces Steven Universe: Tap Together, New Game Launching Soon in Collaboration With Cartoon Network

DENVER CO , March 22, 2018 (GLOBE NEWSWIRE) -- SPYR, INC. (OTC Pink: SPYR), a holding company with a wholly owned subsidiary in the mobile game & app development and publishing industry, today announced that it will publish *Steven Universe: Tap Together*, a new mobile game based on Cartoon Network's hit animated series *Steven Universe*.

Spyer Image 1

Cartoon Network's hit animated series Steven Universe



Spyer Photo 2

Cartoon Network's hit animated series *Steven Universe*

Steven Universe: Tap Together will be an all-new idle tapper game where players can collect all of the Crystal Gems and Steven's friends from Beach City to fight off the never-ending stream of imaginary monsters. Defeating each monster gives players XP to level up their team and coins to unlock new characters and abilities.

Cartoon Network's Emmy-nominated *Steven Universe* revolves around Steven, the "little brother" to a team of magical aliens—the Crystal Gems—who defend the planet Earth. Steven is the son of the Crystal Gems' late leader Rose Quartz and aging aspiring rockstar Mr. Universe. Steven belongs everywhere and nowhere: he has inherited his mother's Gem and her magical powers, but also his father's humanity and charm. The show is a slice-of-life action comedy that follows Steven as he attempts to bridge the gap between the sci-fi fantasy world of Gems and the cozy, funny, simple-yet-extraordinarily-complicated world of human beings. *Steven Universe* is created by Emmy and Annie Award-nominated writer and *New York Times* bestselling author **Rebecca Sugar**, and produced by Cartoon Network Studios.

Mike Turner, SPYR's VP of Strategic Partnerships states, "Everyone at SPYR is very excited to announce our licensing relationship with Cartoon Network to bring the *Steven Universe* world to life in this innovative new title from Reset. *Steven Universe's* very broad and active fan base will feel the passion that went into creating this game, we are fans of the IP ourselves, and based on our collaboration with Cartoon Network and Reset Studios, we are confident it's going to be a hit. SPYR is bringing another quality game into our portfolio, adding the tapper/idle genre, which is seeing a lot of success in the market these days; so this is exactly the kind of game we should be publishing, and I am excited for fans and gamers to see what we have been working on.

SPYR previously announced a publishing agreement with Reset Studios, the developer

with which SPYR would be publishing a new tapper game (<https://ir.spyr.com/press-releases/detail/196/spyr-signs-multi-game-publishing-deal>), and that the first would feature characters and storylines from a well-known animated television series pursuant to a license from a major television network (<https://ir.spyr.com/press-releases/detail/198/spyr-obtains-intellectual-property-ip-license-from-a>). SPYR is now proud to announce that it will soon be launching an all-new Steven Universe tapper game, built on top of Reset's game tech, and leveraging Reset's extensive experience in the RPG genre.

Steven Universe: Tap Together will have a full global launch by summer of 2018.

About SPYR

[SPYR, INC.](#) is a holding company that through its wholly owned subsidiary SPYR APPS, LLC, is engaged in mobile application and game publishing and development. The Company is currently exploring opportunities for additional acquisitions in these and other verticals, including mobile application and game development, in order to expand its holdings, to drive and increase revenue and to generate profits and build value for shareholders.

Safe Harbor Statement:

This release contains forward-looking statements that are based upon current expectations or beliefs, as well as a number of assumptions about future events. Although we believe that the expectations reflected in the forward-looking statements and the assumptions upon which they are based are reasonable, we can give no assurance or guarantee that such expectations and assumptions will prove to have been correct. Forward-looking statements are generally identifiable by the use of words like "may," "will," "should," "could," "expect," "anticipate," "estimate," "believe," "intend," or "project" or the negative of these words or other variations on these words or comparable terminology. The reader is cautioned not to put undue reliance on these forward-looking statements, as these statements are subject to numerous factors and uncertainties, including but not limited to: adverse economic conditions, competition, adverse federal, state and local government regulation, international governmental regulation, inadequate capital, inability to carry out research, development and commercialization plans, loss or retirement of key executives and other specific risks. To the extent that statements in this press release are not strictly historical, including statements as to revenue projections, business strategy, outlook, objectives, future milestones, plans, intentions, goals, future financial conditions, events conditioned on stockholder or other approval, or otherwise as to future events, such statements are forward-looking, and are made pursuant to the safe harbor provisions of the Private Securities Litigation Reform Act of 1995. The forward-looking statements contained in this release are subject to certain risks and uncertainties that could cause actual results to differ materially from the statements made. Readers are advised to review our filings with the Securities and Exchange Commission that can be accessed over the Internet at the SEC's website located at <http://www.sec.gov>, as well as SPYR's website located at <http://www.spyr.com>, and SPYR's community channel on Twitter located at <https://twitter.com/spyrinc>.

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Source: SPYR, Inc.