

Esports Entertainment Group, Inc.



Esports Entertainment Group, Inc. "GMBL:OTCQB"
Online Gaming and Wagering Company

Disclaimer and Forward Looking Statements

SAFE HARBOR STATEMENT

This presentation contains "forward-looking statements" as defined in the Private Securities Litigation Reform Act of 1995. Specifically, statements regarding Esports Entertainment Group, Inc.'s future business, business plans, revenue projections, costs, earnings, investments or other financial items; statements relating to the objectives of management, and statements regarding new products are forward looking statements within the meaning of the safe harbour. These statements are based on management's current expectations and actual results may differ materially from those projected as a result of certain risks and uncertainties, including but not limited to: the growth of the markets addressed by our products, the demand for and market acceptance of our products and services; our ability to successfully compete in the markets in which we do business; our ability to successfully address the cost structure of our products and services; the ability to develop and implement new technologies and to obtain protection for the related intellectual property; and our ability to realize financial and strategic benefits of past and future transactions. These risks and uncertainties and others that relate to Esports Entertainment Group, Inc. business and financial condition are detailed from time to time in Esports Entertainment Group, Inc. Securities and Exchange Commission filings, and can affect actual results. These forward-looking statements are made only as of the date indicated, and Esports Entertainment Group, Inc. disclaims any obligation to update or revise the information contained in any forward-looking statements, whether as a result of new information, future events or otherwise.

esports Explained

esports: defined by Wikipedia is,

Most commonly, esports take the form of organized, multiplayer video game competitions, particularly between professional players. The most common video game genres associated with esports are real-time strategy, fighting, first-person shooter(FPS), and multiplayer online battle arena (MOBA). According to Newzoo, esports had a global audience of over 385M in 2017.

Video Gaming Statistics

- Video game industry exceeds US \$104B globally: Super Data Research.
- ◎ Global gaming audience of over 2.2B people.
- Amateur Tournaments: More than 25,000 via Twitch
- Skillz has 12M users and has hosted over 120M esports tournaments.

Internet Gambling Industry

- Currently exceeds US \$40B globally
- Growing at +20% annually
- Asia and EU are major markets: H2 Gambling Capital



Esports



“The Business of esports Is On Pace To Explode” Forbes

“Everyone is Betting on Growth of esports Wagering.” Forbes

“The Global esports Audience Is 194 Million in 2017 Growing to 300 Million in 2020”

Newzoo 2017

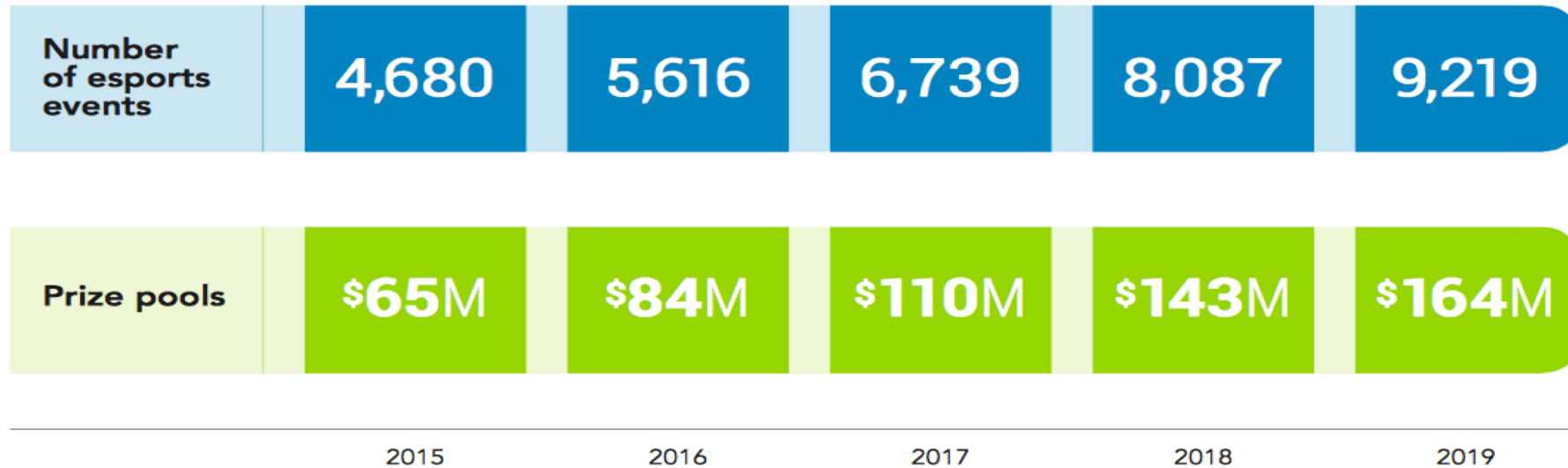
“Fans of esports Will Wager \$650 Million in 2016 and \$11.5 Billion By 2020”

Narus Advisors

League of Legends 2016 World Championship 43MM viewers.

Kleiner Perkins

esports Cash Prizes



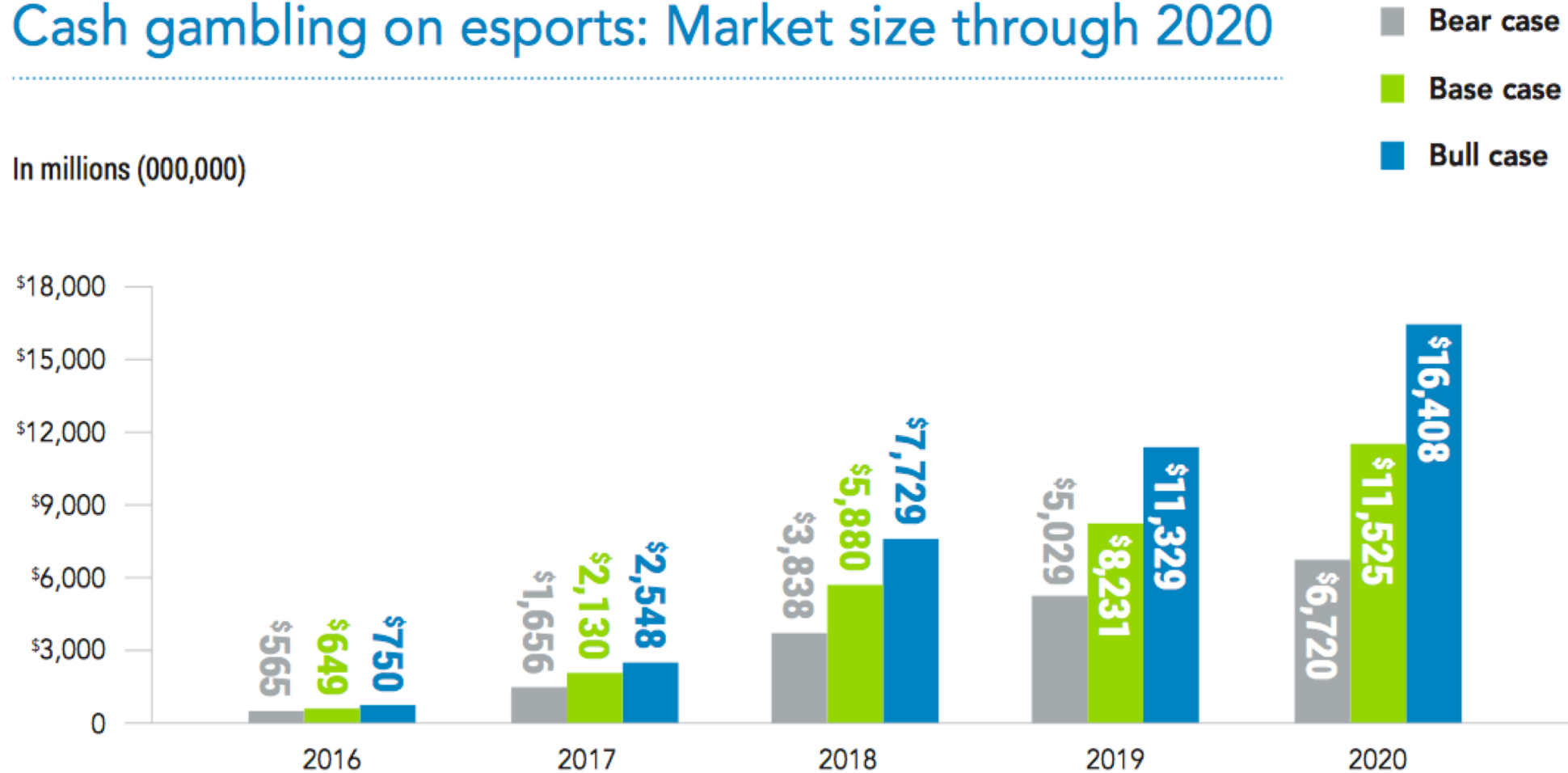
Source: Narus Advisors / Eilers & Krejcik Gaming



esports Gambling Market Size

Cash gambling on esports: Market size through 2020

In millions (000,000)



Source: Narus Advisors / Eilers & Krejcik Gaming

Professional Tournament Wagering

Peer-To-Peer Wagering Model

- Allows Individuals To Place Wagers With Each Other
- Individuals Can Propose Bets, Create Their Own Odds
- Removes The Need For A Bookmaker

Platform Simply Matches Gamblers

Platform Earns 5% - 10% Fee On All Wagers

Unlike sports book sites Esports Entertainment has limited exposure

Marketing Program

Primary Marketing will be an affiliate marketing program using Income Access' software Platform, 20%- 40% commission paid after settlement

Social media, FB, Reddit, twitter etc. SEM, SEO special event promos and sign up incentives.

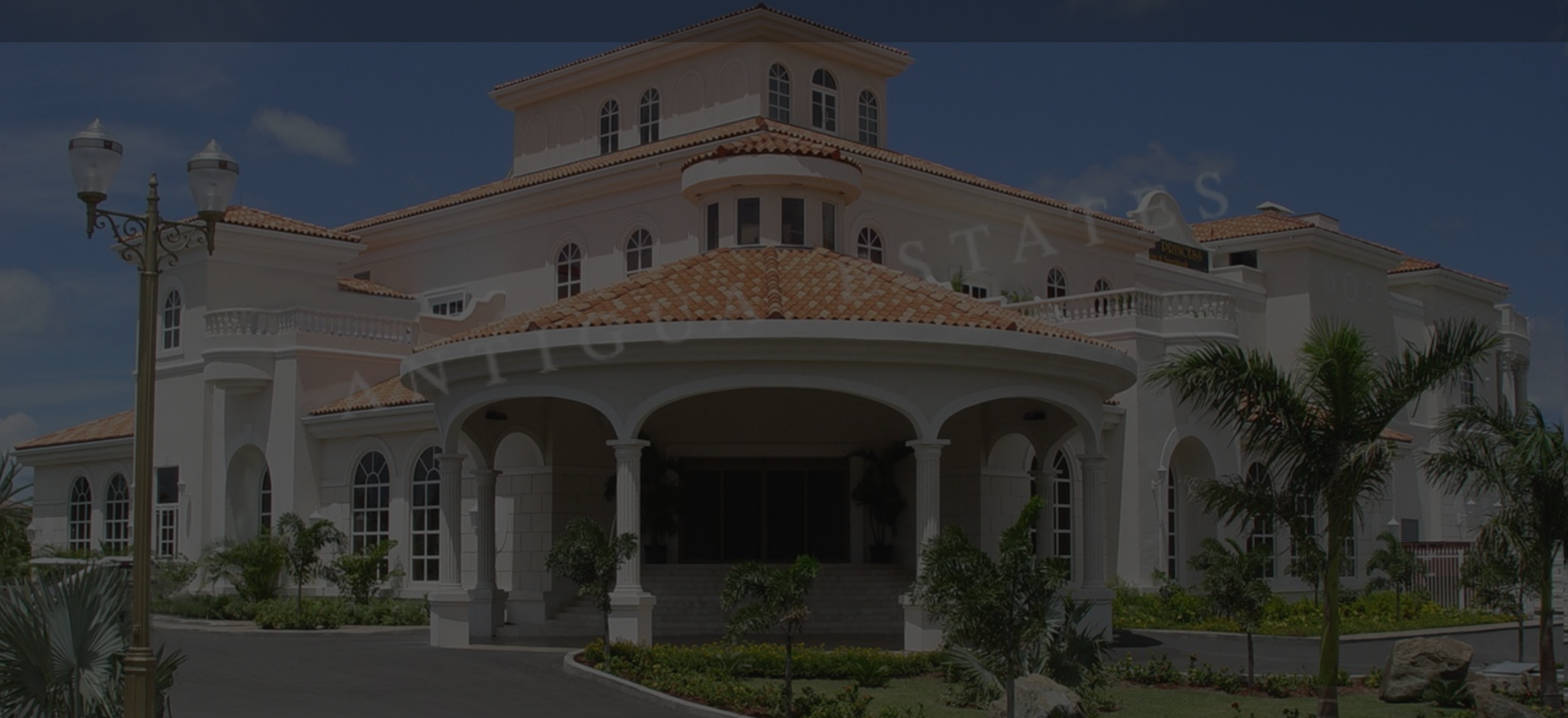
Banner ads on key industry sites and print media in relevant publications.

Sponsor teams and industry COI (Centers of Influence) and host events

Primary Target Markets: Asia and EU

Secondary Target Markets: Eastern Europe and South America

The Esports Coliseum



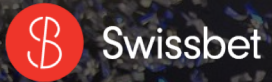
Largest Dedicated esports Facility

World Class Amenities

- Dedicated Tournament Site
- Broadcast Center
- World Class Internet
- Full Service Restaurant
- Rooftop Bar
- Retail Shops
- Nightclub/Music Venue
- Meeting Areas

Technology

Event Wagering Software:



Swiss Interactive Software GbmH

<http://swissbet.com/>

Hosting:

IBM Cloud Computing

<http://www.ibm.com/cloud-computing/>

Affiliate Software::

Income Access

<http://www.incomeaccess.com/>

Accepting Digital Currencies:

Bitcoin (BTC)

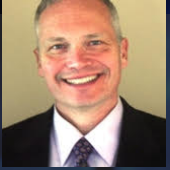
Regulatory

Client Provider Authorization Permit from the
Kahnawake Gaming Commission, Canada

Interactive eGaming License from Curacao, Kingdom
of Netherlands.

Event wagering not available to residents of the United
States

Directors



Grant Johnson

CEO and Chairman



David George Atmore Watt

Director



Yan Rozem

Director



Chul Woong (Alex) Lim

Director

Management



Ken Silva

Advisor

Judy Frederick – Taitts

Customer Service Manager

Randy Greenback

Creative Director

Michal Kozlowski

VP Accounting

Simonas Brastovicis

Esports Writer

Halle Johnson, B.Sc.

IT Manager

Josianne Hampson

Compliance Manager

Stephen Banham B.Sc.

Social Media Marketing Manager

Stephen Cotugno

Vice President Corporate Finance

Brian Cordy

Esports Manager

Sandra Osterland

Affiliate Marketing Manager

Competition

Bet365:

A major online casino and sports book operator, they will take bets on championship esports events.

William Hill:

UK based sports book operator that also has some virtual betting games, soccer, horse racing, car racing

Unikorn:

Privately held. They use Tabcor (Australian lottery) gaming license to take bets on esports events their focus is League of Legends

Pinnacle Sports:

Online casino sports book that is taking bets on esports under a traditional sportsbook model where player bet against the house.

Contact

Grant Johnson, CEO
1-905-580-2978
grant@esportsentertainmentgroup.com

Stephen Cotugno VP Corporate Finance
1-201-220-5745
steve@esportsentertainmentgroup.com

Esports Entertainment Group, Inc.
Commercial Centre, Jolly Harbour
St. Mary's Antigua and Barbuda
1-268-562-9111
www.esportsentertainmentgroup.com
GMBL:OTCQB