



Esports Entertainment Group Inc. (OTC: GMBL)

March 14, 2018
Recent Price: \$0.80

Market Data

Fiscal Year	June
Industry	E-Sports
Market Cap	\$65.24M
Shares Outstanding	81.6M

As of March 14, 2018

Balance Sheet Snapshot

	MRQ
Cash	\$0.56M
Debt	\$0.0M

Company Website

<http://esportsentertainmentgroup.com/>

Company Overview

Esports Entertainment Group Inc. (OTC: GMBL) is a licensed online-gambling company specializing in e-sports wagering and 18+ gaming. Initially, Esports Entertainment intends to offer bet-exchange-style wagering on e-sports events in a licensed, regulated, and secured platform to the global e-sports audience, excluding the U.S. and EU. In addition, the Company intends to offer users from around the world the ability to participate in multi-player mobile and PC video-game tournaments for cash prizes. Esports Entertainment is led by a team of industry professionals and technical experts from the online-gambling and video-game industries. For more information, please visit www.esportsentertainmentgroup.com.

Value Proposition

GMBL is in the early stages of a large market opportunity. The online gambling market is the fastest-growing sports market in the world. *Fortune* predicted that the e-sports fan base would surpass the NFL by 2017. In 2016, there were 424 e-sports events; North America held 28% of the events, followed by Western Europe with 26% and Eastern Europe with 13%. Total e-sports prize money in 2016 reached \$93.3 million, up from \$61.0 million in 2015, an increase of 52.9% year over year.

In November 2017, the Company announced its beta test launch of its VIE Esports-wagering platform, with global e-sports enthusiasts competing for more than \$100,000 in prize money. As an early-stage opportunity, trading in GMBL shares provides investors an opportunity to capitalize in the fast-growing e-sports market.

Investment Highlights

- **GMBL launched a beta test of its VIE e-sports wagering platform in November 2017**
 - Global e-sports enthusiasts compete for more than \$100,000 in prizes
- **Esports Entertainment Group received its e-gaming license to conduct real-money e-sports betting on a global basis from Curacao**
- **Current online gambling market is more than \$50 billion**
 - According to *Fortune*, the e-sports fan base will surpass the NFL by 2017
- **Esports Entertainment Group signed over 60 affiliate streamers at gamescom in September 2017**
 - Gamescom is the world largest event for computer and video games