

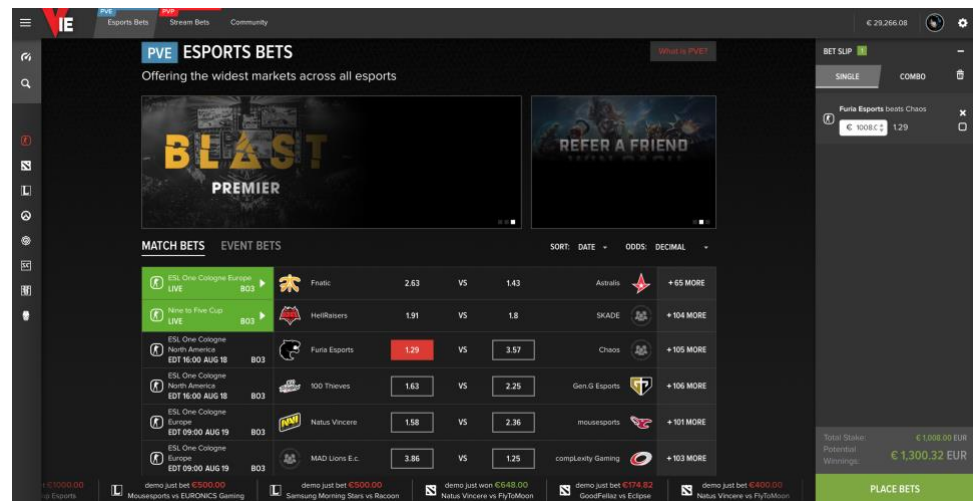


Market Data

Esports Entertainment Group	
NASDAQ: GMBL	
Fiscal Year	June
Industry	Gaming
Recent Price	\$9.20
Market Cap	\$200M
Shares Out.	21.7M
Float	17.3M
Avg. Volume (90-day)	696K
Cash (mrq)	\$16.9M
Debt (mrq)	\$0.5M
FY22 (guidance)	\$100M+
As of July 19, 2021	
esportsentertainmentgroup.com	

Company Overview

Esports Entertainment Group is a full stack esports and online gambling company fueled by the growth of video-gaming and the ascendance of esports with new generations. Our mission is to help connect the world at large with the future of sports entertainment in unique and enriching ways that bring fans and gamers together. Esports Entertainment Group and its affiliates are well-poised to help fans and players to stay connected and involved with their favorite esports. From traditional sports partnerships with professional NFL/NHL/NBA/FIFA teams, community-focused tournaments in a wide range of esports, and boots-on-the-ground LAN cafes, EEG has influence over the full-spectrum of esports and gaming at all levels. The Company maintains offices in New Jersey, the UK and Malta.



Value Proposition

GMBL successfully completed its NASDAQ IPO in April 2020, raising approximately \$8.4 million and raised an additional \$30 million in February 2021. GMBL is the first US-based iGaming (online gambling) company to list on the NASDAQ, and the company is leveraging this status to execute an aggressive rollup M&A strategy in the highly fragmented esports and online gambling markets. In July 2020, GMBL completed its first acquisition, Argyll Entertainment, a UK and Ireland licensed gaming and online sportsbook company, which generates approximately \$12 million in revenue. Additional acquisitions announced over the last 12 months include the assets of FLIP Sports, Helix eSports, ggCircuit, EGL, Lucky Dino, and Bethard. The Company and its subsidiaries have built a strong foothold in major sports, signing deals with LA Kings, LA Galaxy, Philadelphia Eagles, Philadelphia Union, Arsenal FC, and more. Current revenue guidance for fiscal 2021 (ending June 30, 2021) is \$18 million and based on acquisitions announced through July 2021, the Company is forecasting \$100 million - \$105 million revenue in fiscal year 2022 (ending June 30, 2022).

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Investment Highlights

- **Three-pillar growth strategy**
 - Esports entertainment and infrastructure; esports wagering; and iGaming
- **NASDAQ-listing has accelerated aggressive M&A strategy**
 - Raised additional \$30 million in February 2021
 - Esports and online gambling markets remain highly fragmented
 - Completed first acquisition in July 2020, Argyll Entertainment, a UK and Ireland licensed gaming and online sportsbook company, which generates approx. \$12M revenue
 - Fiscal 2021 (ending June 30) revenue guidance of \$18 million
 - Acquisitions of Lucky Dino, Helix Esports, ggCircuit, and Bethard increase FY22 (ending June 30, 2022) guidance to \$100M - \$105M
- **Top-tier partnerships**
 - Signed deals with Baltimore Ravens, Philadelphia Eagles, Philadelphia Union, LA Kings, LA Galaxy, Arsenal FC, NE Patriots, NY Rangers, Cleveland Cavaliers, and more
 - VIE.gg CS:GO Legend Series Tournament, in partnership with Allied Esports, drove 400% growth in new registered users and drew record 1.7M unique viewers
 - Additional partnerships include Dignitas, Epsilon, GOLeague, and more
- **Rapid growth in esports market globally**
 - Industry expected to grow to \$2.2B by 2023, an 18.6% CAGR
 - Media rights expected to surpass \$250M in 2019, up from \$50 million in 2016
 - Global esports betting is larger than the esports economy itself and projected to exceed \$23 billion in 2020
- **Experienced management and technology team**
 - Chairman & CEO brings 10+ years online gambling experience
 - CIO is former Network Operations Manager for Activision Blizzard
 - Board members with extensive expertise with gaming commissions and International esports federation

