

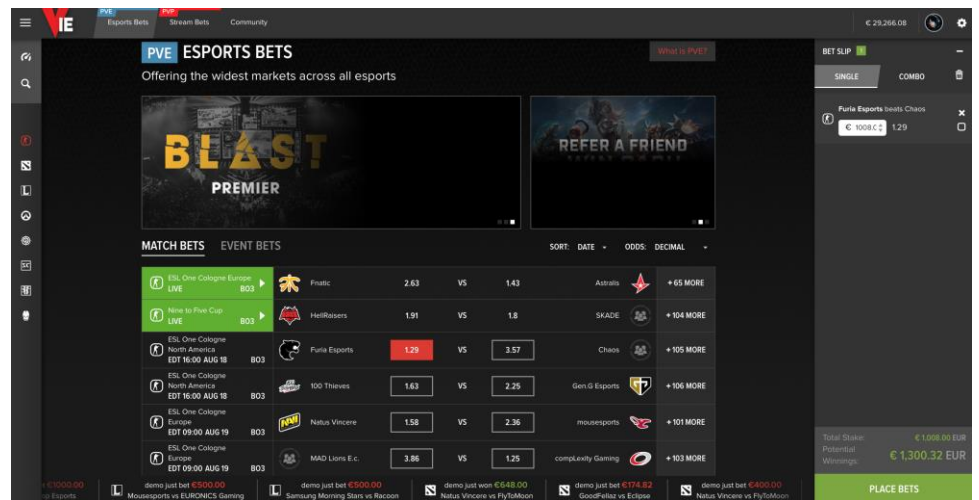


Market Data

<b>Esports Entertainment Group</b>	
<b>NASDAQ: GMBL</b>	
Fiscal Year	June
Industry	Gaming
Recent Price	\$5.47
Market Cap	\$70.6M
Shares Out.	12.9M
Float	2.3M
Avg. Volume (90-day)	298K
Cash (mrq)	\$8.9M
Debt (mrq)	\$0.0M
FY21 (guidance)	\$13M
As of December 9, 2020	
esportsentertainmentgroup.com	

Company Overview

Esports Entertainment Group (GMBL) is a licensed online gambling company with a specific focus on esports wagering and 18+ gaming. The Company holds a license to conduct online gambling and 18+ gaming on a global basis in Malta and Curacao, Kingdom of the Netherlands and can accept wagers from over 149 jurisdictions including Canada, Japan, Germany, and South Africa. The Company operates a number of entities across three key pillars: 1) esports entertainment and infrastructure, 2) esports wagering, 3) iGaming. Esports Entertainment is led by a team of industry professionals and technical experts from the online gambling and the video game industries, and esports. 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. 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, 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 six months include the assets of FLIP Sports, Helix eSports, and ggCircuit. The Company and its subsidiaries have built a strong foothold in major sports, signing deals with LA Kings, LA Galaxy, Philadelphia Union, and Arsenal FC. Current revenue guidance for fiscal 2021 (ending June 30, 2021) is \$13 million and based on acquisitions announced through early December 2020, the Company is forecasting \$42 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**
  - 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
  - Acquisitions of Helix Esports and ggCircuit increase FY22 guidance to \$42M revenue
- **Top-tier partnerships**
  - Signed deals with LA Kings, LA Galaxy, Philadelphia Union, and Arsenal FC
  - VIE.gg CS:GO Legend Series Tournament, in partnership with Allied Esports, drive 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

