## TSX.V: EGLX



**Enthusiast Gaming** Investor Presentation January 2019

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# Network. Advertising. Events.

# +80 sites

number of gaming websites in agnostic platform +75 M

number of visitors monthly

900

Gaming YouTube channels in network

10 M

projected annual revenue in 2018 +12 Bn

Number of monthly ad requests generated across network

55,000

EGLX Attendees in 2018



## +\$100B market size of the gaming industry

# 2020

when females gamers to surpass males

+2.3B passionate gamers around the world

**\$180B** Consumer spending on gaming by 2021 **\$10M** How much "Ninja" made in 2018

**496M** global esports audience in 2019



#### Top 10 Grossing Box Office Movies vs. Top 10 Video Games

Top 10 Movies		Top 10 Video Games	
Avatar	\$2.8B	Space Invaders	\$13.9B
Titanic	\$2.2B	Pac-Man	\$12.8B
Star Wars: Force Awakens	\$2.1B	Street Fighter II	\$10.6B
Avengers: infinity War	\$2.0B	World of Warcraft	\$8.5B
Jurassic World	\$1.7B	CrossFire	\$6.8B
Marvel: The Avengers	\$1.5B	Wii Sports	\$6.0B
Furious 7	\$1.5B	Lineage series	\$5.7B
Avengers: Age of Ultron \$1.4B		Wii Fit	\$5.0B
Black Panther \$1.344B		Donkey Kong	\$4.4B
Harry Potter: Deathly Hallows Part 2	\$1.341B	Dungeon Fighter Online	\$4.0B
省 Total	\$17.9B	🎮 Total	\$77.7B

E Network

Increase the number of monthly visitors from
~2 million in 2015 to ~ 75 million currently

- Significantly increase Enthusiast's web platform from 5 in 2015 to 80+ currently
- Constantly reviewing potential acquisitions to continue growing the network
- Strategic growth strategy through acquisition which started in 2016
- + Realizing maximum monetization potential by acquiring and owning affiliated partners



















US\$20M acquisition in cash and shares

- Largest female video gaming content site in the world; over 2.5bn page views per month
- Top 5 independent video game website (ComScore)
- Ranks #7 on Quantcast's Top 25 websites with highest concentration of female audience in the US
- + \$7M in revenue and \$5.25M in Adjusted EBITDA and approximately \$4.5M in net income (2018)
- ~ 60% of revenue from advertising and 40% from monthly recurring subscribers.
- + Huge opportunity to further monetize through direct sales





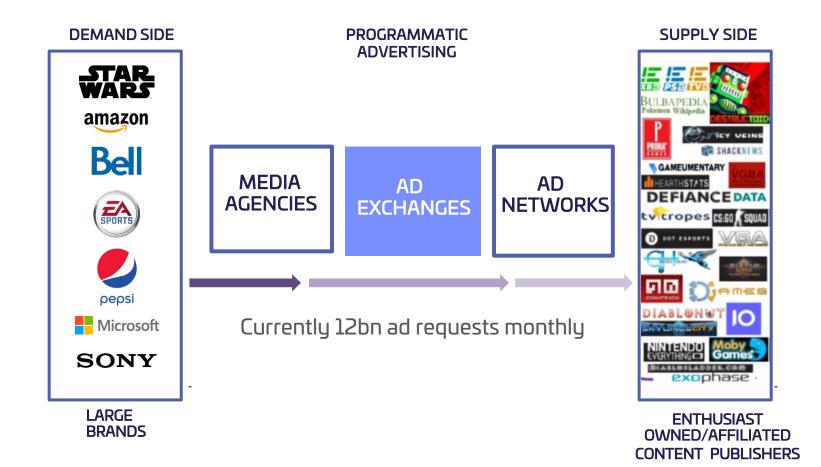
Enthusiast offers large brands a massive

- Platform of +80 sites and 75 million targeted consumers
- Male, 18-34 years old, average over 10h/week playing video games
- Generating over 12 bn ad requests per month
- + Building out North American sales force to drive revenue through direct sales











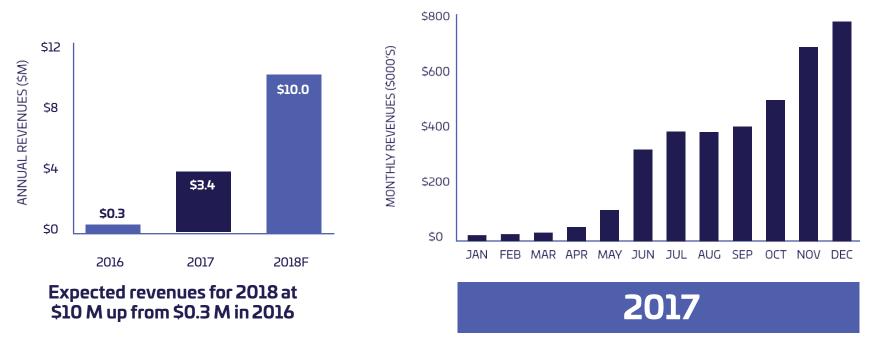
- + Enthusiast Gaming Live Expo, EGLX is the largest Gaming Expo in Canada
- + Attendance of 30,000 downtown Toronto in October 2018 at the MTCC
- + Looking at opportunities for North American expansion







- ✤ YTD revenue of \$7.4 M, 625% increase over 2017
- ✤ Projected revenue of ~\$10 M in 2018, up from \$3.4M in 2017
- + Q4 2018 trending to be most significant revenue generating quarter





## Enthusiast Gaming Holdings Inc.

## TSX.V: EGLX OTCBQ: EGHIF

Market Cap: ~ 40 M

Shares issued & Outstanding	44.7 million		
Convertible Debentures	9 million		
Warrants	16.2 million		
Options	3.6 million		
Fully Diluted	73.6 million		



Cap Table	Year	Shares	Price/ Share	Capital
Founders	2014	10 Million		
Friends/Family	2015	4 Million	\$0.13	\$500k
Angel/Seed	2016	10 Million	\$0.20	\$1.5 Million
Series A	2017	10 Million	\$0.47	\$5 Million
RTO	2018	6.8 Million	\$1.25	\$8.5Million
Convertible Debentures	2018	9.0 Million	\$1.60 convert	\$9.0 Million



# Management & Advisors



#### Menashe Kestenbaum

CEO and Founder Built his gaming blogs from scratch, growing them into the largest Canadian gaming network



#### **Meir Bulua**

#### Chief Information Officer

Successful entrepreneur; Founder and CEO of web development and marketing firm Leverage.it



#### Eric Bernofsky

COO, SVP, Finance Former Head of M&A at Pelmorex/the Weather Network

+10 years as a TMT research associate/analyst at HSBC & Desjardins



#### Julia Becker

#### Head of Investor Relations

+10 years experience in Investor Relations, Marketing and Business Development with large and medium sized publicly traded companies across various industries



#### Gadi Levin CFO

+20 years experience in capital market financings, accounting and financial management. Current Finance Director of Eco Atlantic. CFO of Vaxil Bio, BriaCell Therapeutics.



#### Niero Gonzalez

#### Director, Content

Built one of the world's largest gaming sites, Destructoid, from scratch. Famous mascot featured in video games & Hollywood movies 15





#### Alan Friedman

#### Director

+20 years capital markets experience: financings, going public transactions, corporate exits

Director at The Cronos Group, Eco (Atlantic) Oil & Gas Ltd.



#### **Chris Frostad**

#### Director

President and CEO of Purepoint Uranium. Former Director and CEO of Minera Alamos

Spent ~20 years in the technology industry. Former CEO of Brightspark Ventures, a tech venture capital firm

#### Menashe Kestenbaum

#### Founder, Director

Built his gaming blogs from scratch, growing them into the largest Canadian gaming network



#### Ben Colabrese

#### Director

EVP, Finance of the Toronto Blue Jays. Former VP & GM of Mobilicity and CFO of Pelmorex Media/The Weather Network.

Former VP, Corporate Development at Rogers, responsible M&A activity, completed over 30 transactions.



### Meir Bulua

CIO, Director

Successful entrepreneur; founder and CEO of web development and marketing firm Leverage.it 16



- One of only publicly traded companies in fastest growing industry
- Cornering the gaming industry with agnostic platform
- + Revenue generating, significant growth YoY
- + Accretive acquisitions to significantly increase top line
- + Owns largest video gaming expo in Canada, EGLX
- Valued at a significant discount to comparable companies
- + Media: <u>Mobile Syrup</u>, <u>Variety Magazine</u>, <u>Globe &</u> <u>Mail</u>



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Enthusiast Gaming www.enthusiastgaming.com