

Disclaimer

CAUTIONARY STATEMENTS

This presentation is for information purposes only and does not constitute an offer to sell or a solicitation of an offer to buy securities. The information contained herein has been prepared for the purpose of providing interested parties with general information to assist them in their evaluation of the proposed business combination between J55 Capital Corp. ("J55") and Enthusiast Gaming Holdings Inc. ("Enthusiast Gaming") and this presentation should not be used for any other purpose.

Under no circumstances may the contents of this presentation be reproduced, in whole or in part, in any form or forwarded or further redistributed to any other person. Any forwarding, distribution or reproduction of this document in whole or in part is unauthorized. By accepting and reviewing this document, you acknowledge and agree (i) to maintain the confidentiality of this document and the information contained herein, and (ii) to protect such information in the same manner you protect your own confidential information, which shall be at least a reasonable standard of care.

None of Enthusiast Gaming, J55, GameCo of Luminosity Gaming (as defined below) have authorized anyone to provide additional or different information. In this presentation all amounts are in Canadian dollars unless stated otherwise.

The delivery of this presentation, at any time, will imply that the information contained herein is correct as of any time subsequent to the date set forth on the cover page hereof or the date at which such information is expressed to be stated, as applicable, and, except as may be required by applicable law, Enthusiast Gaming, J55, GameCo of Luminosity Gaming are under no obligation to update any of the information contained herein (including forward looking statements and forward looking information) or to inform the recipient of any matters of which it becomes aware that may affect any matter referred to in this presentation (including, but not limited to, any error or omission which may become apparent after this presentation has been prepared).

This presentation contains "forward-looking statements" and "forward-looking information" within the meaning of applicable Canadian securities laws. Forward-looking statements are neither historical facts nor assurances of future performance. Instead, they are based on our current beliefs, expectations, assumptions and analyses made by us regarding the future of our business, future plans and strategies, our operational results and other future conditions. These forward-looking statements appear in a number of places throughout this presentation and can be identified by the use of words, such as "anticipates," or "believes," "budget," "estimates," or "is expected," "forecasts," "intends," "plans," "scheduled," or variations of such words and phrases or statements that certain actions, events or results "may," "might," "would," "could", "should," "continue," or be taken, occur or be achieved. These forward-looking statements relate to, among other things, our future financial performance, financial condition, liquidity, levels of activity, performance, prospects, growth, goals or achievements or other future events.

Although we base the forward-looking statements contained in this presentation on assumptions that we believe are reasonable, these forward-looking statements involve known and unknown risks, uncertainties and other factors that may cause actual performance and financial results in future periods to differ materially from those anticipated in our forward-looking statements. Forward-looking statements do not take into account the effect that transactions or non-recurring or other special items announced or occurring after the statements are made have on our business. For example, they do not include the effect of asset impairments or other charges announced or occurring after the forward-looking statements are made. The financial impact of such transactions and non-recurring and other special items can be complex and necessarily depends on the facts particular to each of them.

"Future-oriented financial information" is forward-looking information about prospective results of operations, financial position or cash flows, based on assumptions about future economic conditions and courses of action, and presented in the format of a historical statement of financial position, statement of comprehensive income or statement of cash flows. Similarly, a "financial outlook" is forward-looking information about prospective financial performance, financial position or cash flows that is based on assumptions about future economic conditions and courses of action that is not presented in the format of a historical statement of financial position, statement of comprehensive income or statement of cash flows. Future-oriented financial information and financial outlook made herein or made elsewhere are made solely based on the information available as of the date hereof and are subject to the same assumptions, risk factors and other qualifications as all other forward-looking information, and presented solely for the purpose of conveying the current anticipated expectations and may not be appropriate for any other purposes.

Despite a careful process to prepare and review the forward-looking statements, there can be no assurance that the underlying opinions, estimates, and assumptions will prove to be correct. The purpose of the forward-looking statements is to provide the reader with a description of management's expectations regarding our anticipated future performance and may not be appropriate for other purposes. Furthermore, unless otherwise stated, the forward-looking statements contained in this presentation are made as of the date of this presentation and we do not undertake any obligation to update publicly or to revise any of the included forward-looking statements, whether as a result of new information, future events or otherwise unless required by applicable legislation or regulation. The forward-looking statements contained in this document are expressly qualified by this cautionary statement.

This presentation also contains or references certain market, industry and peer group data which is based upon information from independent industry publications, market research, analyst reports and surveys and other publicly available sources. Although we believe these sources to be generally reliable, such information is subject to interpretation and cannot be verified with complete certainty due to limits on the availability and reliability of raw data, the voluntary nature of the data gathering process and other inherent limitations and uncertainties. We have not independently verified any of the data from third party sources referred to in this presentation and accordingly, the accuracy and completeness of such data is not guaranteed.

For greater certainty, immediately prior to the closing of the business combination ("Business Combination") between J55 and Enthusiast Gaming, the following transactions are expected to be completed: (i) the acquisition by Aquilini GameCo Inc. ("GameCo") of all of the outstanding securities of Luminosity Gaming Inc. ("Luminosity Inc.") and Luminosity Inc. ("SameCo") of all of the outstanding securities of Luminosity Gaming are collectively referred to herein as "Luminosity".

GAMING IS MAINSTREAM

Gaming is Now Larger than Movies in Revenue



+100B

Gaming Market Size

Source: Google Analytics



+496M

Projected Global Esports Audience



+1.1B

Projected 2019 Esports Revenue



+457M

+34.3% YOY

Projected Sponsorship Revenue In Esport In 2019



+50

Collegiate Esports Programs

YOY



70M

Fans Watching Esports Final by 2020 - More than NHL, MLB & NBA



Digital Music



Television



Film Box Office



Gaming

SOURCE: Newzoo forecast for gaming revenue. Statisa forecast for TV and global office revenue. IFPA actual data for globa digital music revenue as of May 2018





OUR MISSION

Building the Largest, Vertically Integrated
Gaming Media and Esports Company in the World



Enthusiast is the Fastest Growing Network of Gaming Communities in North America

SOURCE: Comscore Feb 2019

COMPANY OVERVIEW



150M MONTHLY **NETWORK VISITORS**



PRO FORMA 2018 **REVENUE**

ENTHUSIAST

- Over 150M monthly visitors across its network of websites and Youtube channels
- Generating 30+ billion ad requests per month
- Organizes Canada's largest video game and esports expo with 55,000 people attending in 2018



LUMINOSITY

- 8 esports teams under ownership and management
- +50 celebrity gaming influencers
- Management of the #1 esports Overwatch franchise, Vancouver Titans and 2020 Call of Duty team
- Partnership with Vancouver Canucks and Rogers arena

















BUSINESS MODEL



85+TOTAL
GAMING SITES

900 YOUTUBE CHANNELS

55,000ATTENDEES AT EGLX 2018

8
PROFESSIONAL
ESPORTS TEAMS

50+
CELEBRITY
INFLUENCERS

COMPANY OVERVIEW

- Canada-based digital media company specializing in video game content, events, and esports
- Growth strategy through accretive acquisitions, completed seven strategic acquisitions in FY2018
- Key business segments include:
 - Content: Offers news, reviews, videos, live streams, blog posts, tips, chats, message boards, and other video-gaming related content
 - Advertising: Operates an advertising network for brands targeting the gamer demographic; generating over 30 billion advertisement requests per month
 - Events: Organizes Canada's largest gaming expo, Enthusiast Gaming Live Expo, EGLX, with over 55,000 people attending in 2018
 - Data and Adtech:: Built a proprietary adtech platform around a tech enabled gamer data platform
 - **Leading Esports Franchise:** Luminosity Gaming is one of the most popular esports brands







ASSETS

- **Proprietary Ad Technology**
- 900 YouTube Channels Through Partnership With Omnia Media
- Network of 150M Visitors Monthly

- **EG Live Events Business**
- **Enthusiast Gaming Live Expo**
- **Rising Stars Series**
- Waveform Entertainment Investment
- 55,000 Attendees in 2018

A NETWORK

MONETIZATION STRATEGY

PLAYERS* Sponsorships, partnerships, advertising, monthly subscription, branded merchandise

- **Niche Gaming** Communities of Authentic, **Loyal Gamers**
- 2.5B page views per Year on The Sims Resource
- 5M page views Monthly on Destructoid

- 8 Professional **Esports Teams**
- +50 Celebrity **Esports Influencers**
- #1 Overwatch Team. Vancouver Titans
- 60 Million Social Reach





GROWTH OPPORTUNITIES

GROWTH IN REVENUE PER USER Goal: Revenue per User of \$0.40

- **NON-ENDEMIC OPPORTUNITIES** Sell more non-endemic sponsorships and partnerships
- **MERGERS + ACQUISITIONS** Grow the size of our fan base, engage better with our fan base, and increase revenue and profitability through our core competency of website management

Growing our Fan Base to Increase our **Customer Base**

London, Los Angeles, and San Francisco – to decrease reliance on commoditized programmatic revenue

BUILD OUT DIRECT SALES TEAM

Expand in major centres - Toronto, NYC,

- **03** SUBSCRIPTION MODEL GROWTH Offer unique content and player access to increase subscriptions
- **EXPANSION OF EG LIVE DIVISION** FRANCHISE VALUE APPRECIATION Build upon the success in Toronto to Increase the value of our Franchise bring events to Chicago and the Pacific Northwest

LUMINOSITY GAMING

ESPORTS ASSETS











- Acquisition of significant non-controlling interest in Overwatch and Call of Duty Leagues. #1 ranked Overwatch team, Vancouver Titans and Seattle-Based Call of Duty Team
- Relationship with the NHL's Vancouver Canucks and Rogers Arena provide new opportunities for sponsors to reach the gaming and esports markets

GROWTH STATS:

5.6M +89%

MONTHLY YOUTUBE VIEWS (July)

10.9M

MONTHLY TWITTER IMPRESSIONS (July)

20,000

NEW INSTAGRAM FOLLOWERS (July)

8 TEAMS

OWNERSHIP & MANAGEMENT OF CHAMPIONSHIP-CALIBER ESPORTS TEAMS

60M

LUMINOSITY ESPORTS FANS

#1

CANADA'S LARGEST PROFESSIONAL ESPORTS ORGANIZATION

50+

ESPORTS INFLUENCERS AVAILABLE FOR SPONSORSHIPS

GRAND FINALISTS

THE VANCOUVER TITANS COMPETE FOR THE OVERWATCH LEAGUE TITLE ON SEPTEMBER 29







ASSETS

Acquisition of Non-Controlling Interest in Overwatch and Call of Duty Leagues





CALL DUTY SEATTLE

World Class Teams Competing
Across Top Games













31 Championship Caliber Athletes



SYPHERPK 7.0M SubsPRO FORTNITE PLAYER, "THE NEW NINJA"



LG FORTNITE TEAM HOUSE 10.5M Subs 4X FORTNITE INFLUENCERS

Best-in-Class Partnerships
Across Ecosystem





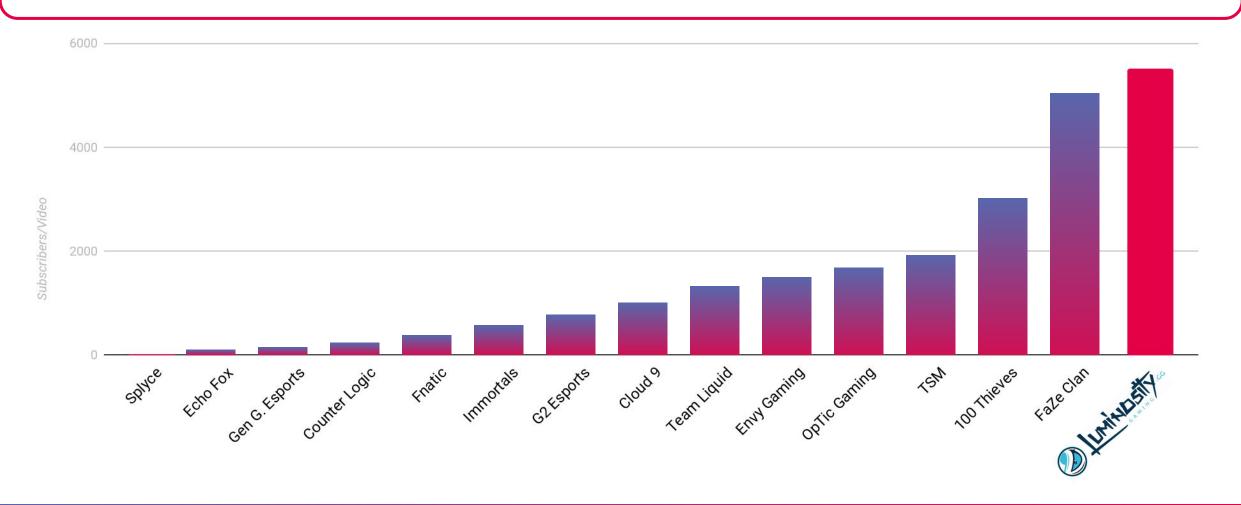








Luminosity has the highest number of YouTube subscribers / videos and one of the fastest growing audiences



Enthusiast**Gaming** +





2018 EGLX STATS

55,000

Total Attendees

30,000

Fall Show

25,000

Spring Show

177%

Growth in Sales 2017-2018

OVER 100+ SPONSORS

100+ premier sponsors and some of the most recognizable names in the world of gaming/entertainment attended

REPEAT EGLX PARTNERS:





















ENTHUSIAST

GAMING LIVE

EVENTS



Leverage Extensive Gaming Platform & Reach with the Brand Power and Influence of Esports Franchise

Drive Traffic to Sites

Brand reach, teams and streamer network to drive additional traffics to its sites;
 increasing both programmatic and direct ad revenue

Drive Traffic to Player/Streamers

• Leverage online platform of 150+ million monthly visitors to drive additional traffics to its teams and streamer network

Cross Sell Sponsors

 Combined sponsorship reach allows cross selling of sponsors across fully integrated advertising platform

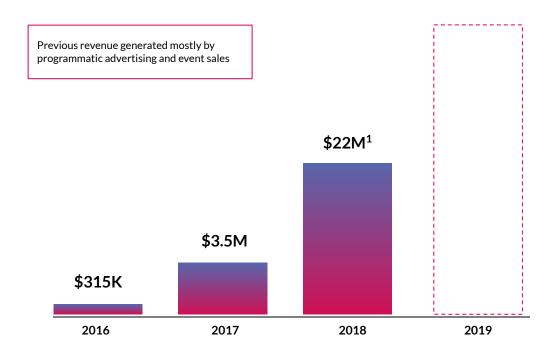
Expand Venue
Business

• Utilize existing venue relationships to increase event attendance; ability to host incremental events at existing venues

SUBSCRIPTION GROWTH

Monthly recurring subscription revenue across network for ad-free user experience. Acquired The Sims Resource with 40% of revenue coming from monthly subscription model.

60,000 PAID MONTHLY SUBSCRIBERS = APPROX. \$2.52M IN RECURRING REVENUE



DIRECT ADVERTISING GROWTH POTENTIAL

Work directly with media agencies, brands, game publishers for direct advertising opportunities across network and events business. Hired North American sales team and opened office in San Fran to drive revenue through direct sales and build key relationships.

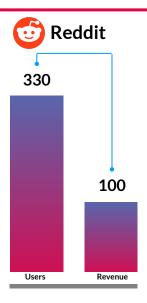
PROGRAMMATIC ADVERTISING RATE: AVG \$1.50 / CPM

DIRECT ADVERTISING RATE: \$10 - 15 / CPM

PER USER VALUE COMPARISON



Enthusiast is Significantly Undervalued Compared to Other Media Platforms

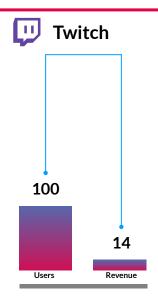


3B approx valuation

330M Users

.30 Revenue Per User

\$9.09Value Per User

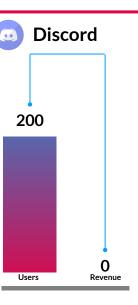


1B* approx valuation

100M Users

-4Bottom Line Revenue

\$10 Value Per User

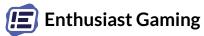


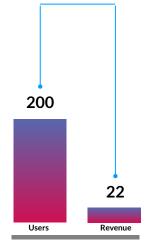
2B approx valuation

200M Users

ZERORevenue Per User

\$10 Value Per User





200M approx valuation

200M Users

.11
Revenue Per User

\$1.00Value Per User



MANAGEMENT TEAM

Pro-Forma Management Team



Adrian Montgomery

Previously President of Aquilini Entertainment Served as Alternate Governor for the NHL Vancouver Canucks



Menashe Kestenbaum President

Founder of Enthusiast Gaming, Built Company from one blog called "Nintendo Enthusiast".



Steve Maida President, Luminosity

Founder of Luminosity Gaming, Developed a globally recognized, championship brand in the rapidly growing esports market



Alex Macdonald **CFO**

Former CFO of Peeks Social, a development and marketing company of mobile video and livestreaming social media products



Corey Mandell President, EGLive

Founder of Mandell Entertainment, one of Canada's largest events businesses



[三

Julia Becker Head of Investor Relations

+10 years experience in IR & capital markets strategy in tech and resource industries



Eric Bernofsky COO & SVP Finance

Former Director of Corporate Development at Pelmorex Media (owner of the Weather Network)



Meir Bulua **Chief Information** Officer

Successful tech entrepreneur and founding member of **Enthusiast Gaming**







BOARD OF DIRECTORS



Francesco Aquilini Chairman

MD, Aquilini Investment Group. Owner of the Vancouver Canucks & Rogers Arena



Adrian Montgomery Director

Former President of Aquilini Entertainment Served as Alternate Governor for the NHL Vancouver Canucks



Menashe Kestenbaum Director

Founder of Enthusiast Gaming, Built Company from one blog called "Nintendo Enthusiast"



Ben Colabrese Director

EVP, Finance, Toronto Blue Jays. EX SVP, Finance & Commercial Relations at Rogers Communications



Steve Maida Director

Founder of Luminosity Gaming, Developed a globally recognized, championship brand in the rapidly growing esports market



Alan Friedman Director

Capital markets and Corporate finance expert. Founder of many TSX & TSXV listed Companies



Michael Beckerman Director

CEO and President of MKTG Canada. Previous experience with BMO, **Ariad Communications**

