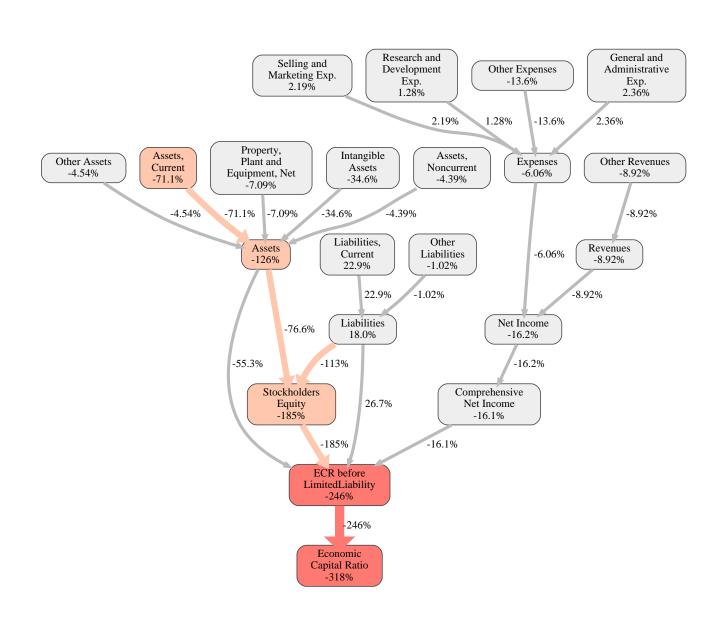


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The relative strengths and weaknesses of GOOD Gaming INC are analyzed with respect to the market average, including all of its competitors. We analyzed all variables having an effect on the Economic Capital Ratio.

The greatest strength of GOOD Gaming INC compared to the market average is the variable Liabilities, Current, increasing the Economic Capital Ratio by 23% points. The greatest weakness of GOOD Gaming INC is the variable Stockholders Equity, reducing the Economic Capital Ratio by 185% points.

The company's Economic Capital Ratio, given in the ranking table, is 27%, being 318% points below the market average of 344%.

| Input Variable | Value in 1000 USD |
|------------------------------------|----------------------|
| Assets, Current | 3.4 |
| Assets, Noncurrent | 0 |
| General and Administrative Exp. | 6.1 |
| Intangible Assets | 0 |
| Liabilities, Current | 942 |
| Long-term Debt | 0 |
| Other Assets | 6.7 |
| Other Compr. Net Income | 0 |
| Other Expenses | 564 |
| Other Liabilities | 4.4 |
| Other Net Income | 0 |
| Other Revenues | 0 |
| Property, Plant and Equipment, Net | 0 |
| Research and Development Exp. | 0 |
| Selling and Marketing Exp. | 0 |

| Output Variable | Value in 1000 USD |
|-----------------------------|----------------------|
| Liabilities | 946 |
| Assets | 10 |
| Expenses | 570 |
| Revenues | 0 |
| Stockholders Equity | -936 |
| Net Income | -570 |
| Comprehensive Net Income | -570 |
| ECR before LimitedLiability | -765% |
| Economic Capital Ratio | 27% |

