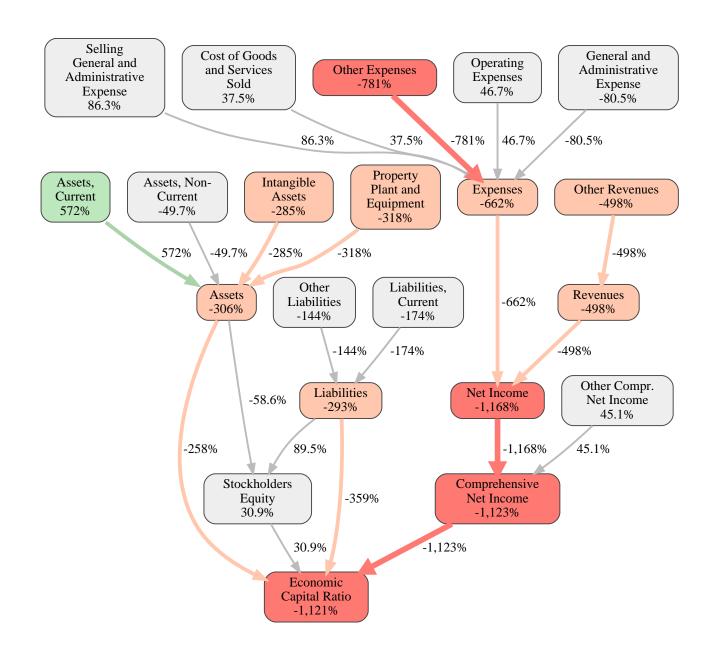


RECREATION 2017



Esports Entertainment Group INC Rank 30 of 32





RECREATION 2017



Esports Entertainment Group INC Rank 30 of 32

The relative strengths and weaknesses of Esports Entertainment Group 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 Esports Entertainment Group INC compared to the market average is the variable Assets, Current, increasing the Economic Capital Ratio by 572% points. The greatest weakness of Esports Entertainment Group INC is the variable Net Income, reducing the Economic Capital Ratio by 1,168% points.

The company's Economic Capital Ratio, given in the ranking table, is -1,386%, being 1,121% points below the market average of -265%.

Input Variable	Value in 1000 USD
Assets, Current	149
Assets, Non-Current	0
Cost of Goods and Services Sold	0
Depreciation and Amortization	0
General and Administrative Expense	56
Intangible Assets	0
Lease Asset	0
Liabilities, Current	57
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	30
Other Compr. Net Income	0
Other Expenses	319
Other Liabilities	33
Other Net Income	-6.7
Other Revenues	0
Property Plant and Equipment	0
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	179
Liabilities	90
Expenses	375
Revenues	0
Stockholders Equity	89
Net Income	-382
Comprehensive Net Income	-382
Economic Capital Ratio	-1,386%

