



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 1,574% points. The greatest weakness of Esports Entertainment Group INC is the variable Net Income, reducing the Economic Capital Ratio by 466% points.

The company's Economic Capital Ratio, given in the ranking table, is -525%, being 278% points below the market average of -247%.

Input Variable	Value in 1000 USD
Assets, Current	13,117
Assets, Non-Current	0
Cost of Goods and Services Sold	0
Depreciation and Amortization	0
General and Administrative Expense	3,727
Intangible Assets	2.0
Lease Asset	0
Liabilities, Current	1,739
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	6.8
Other Compr. Net Income	0
Other Expenses	325
Other Liabilities	0
Other Net Income	-6,299
Other Revenues	0
Property Plant and Equipment	8.0
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	13,134
Liabilities	1,739
Expenses	4,052
Revenues	0
Stockholders Equity	11,394
Net Income	-10,351
Comprehensive Net Income	-10,351
Economic Capital Ratio	-525%