



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 Intangible Assets, increasing the Economic Capital Ratio by 211% points. The greatest weakness of Esports Entertainment Group INC is the variable General and Administrative Expense, reducing the Economic Capital Ratio by 115% points.

The company's Economic Capital Ratio, given in the ranking table, is -54%, being 277% points above the market average of -331%.

| Input Variable | Value in 1000 USD |
|--|----------------------|
| Assets, Current | 29,710 |
| Assets, Non-Current | 0 |
| Cost of Goods and Services Sold | 7,861 |
| Depreciation and Amortization | 0 |
| General and Administrative Expense | 24,611 |
| Intangible Assets | 86,710 |
| Lease Asset | 1,273 |
| Liabilities, Current | 14,047 |
| Liabilities, Non-Current | 0 |
| Operating Expenses | 0 |
| Other Assets | 1,315 |
| Other Compr. Net Income | -669 |
| Other Expenses | 6,227 |
| Other Liabilities | 30,903 |
| Other Net Income | -4,458 |
| Other Revenues | 16,784 |
| Property Plant and Equipment | 727 |
| Selling General and Administrative Expense | 0 |

| Output Variable | Value in 1000 USD |
|--------------------------|----------------------|
| Assets | 119,735 |
| Liabilities | 44,950 |
| Expenses | 38,699 |
| Revenues | 16,784 |
| Stockholders Equity | 74,785 |
| Net Income | -26,373 |
| Comprehensive Net Income | -27,042 |
| Economic Capital Ratio | -54% |