



FANSUNITE

**Technology a Key
Enabler in Online
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A Technology Play in the Online Gambling Industry

**Rapid Growth in the
US Online Gambling
Industry**

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**(CSE:FANS)
(OTCQX:FUNFF)**

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Why invest in FansUnite Entertainment

FanUnite Entertainment

is a new Canadian-based company operating in the global gaming industry. Its focus is on technology, and it has developed its own online gaming platform that can be used by existing and new gambling companies (B2B). The platform offers a customizable sportsbook, iGaming, and esports platform.

FansUnite has also started to build up its own portfolio of gaming websites and products (B2C), the first being the acquisition of **McBookie**. The company has an experienced management team and a growing client base and offers investors exposure to the exciting and still rapidly growing global gaming industry.

Why invest in FansUnite Entertainment

1

The global gaming industry is entering a new phase of rapid expansion due to online gambling and iGaming. The global industry is expected to grow at a CAGR of 11.5% out to 2027 to become a US\$127 billion business.

2

New legislation to allow online sports betting is being enacted in the US and Canada. The laws were changed in the US in 2018 and are expected to change in Canada in 2021. This is leading to explosive growth in online sports betting and iGaming with 15 US states having already issued new online sports betting licences.

3

Further growth is expected over the next five years from the US and Canada with the US online sports betting market revenue forecast to register a CAGR of over 39% to reach around US\$7.5 billion in 2025 and iGaming market revenue is projected to register a CAGR of over 28% to reach around US\$5.4 billion in 2025.

4

Meanwhile, the North American online gambling market is highly fragmented, comprising regional and global players, but has been undergoing mergers and acquisitions over the past few years, including the acquisition of technology companies.

5

FansUnite is a new Canadian-based company whose main focus is on developing its online gaming platform and products for gambling companies in the gaming industry (B2B). The company has put together an experienced management team and raised C\$21.5 million since listing on the CSE in May 2020. It has continued to develop its technology, acquire operating licences, and made a number of acquisitions.

6

The technology that FansUnite has developed is a unique sports, iGaming, and esports focused gaming platform, called Chameleon. It allows gambling companies to have their own sportsbook and gaming platform in a matter of weeks through white labelling.

7

The platform includes products for pre-match betting, in-play betting, daily fantasy, content, and a certified random number generator to produce casino style chance games. Its technology includes fixed odds, pool betting, cryptocurrency wallet, and news content.

8

FansUnite has also started to build up its own portfolio of gaming websites and products (B2C), the first being the acquisition of the McBookie operation in the UK in March 2020, and the second being the recently launched VamosGG website, an esports betting platform in Brazil.

9

The company has been executing well and is also expanding its partnerships and licences around the globe and has recently announced a B2B contract for its technology with Money Line Sports.

12

The next positive catalysts for the share price should be the successful acquisition of the two licences in the UK, followed by the acquisition of a licence to operate its technology in New Jersey in the US.

10

Most of the group's revenue is coming from the rapidly expanding McBookie business, but revenues are at an inflection point as operators begin to licence its technology platform and products.

13

FansUnite is well positioned to benefit from the opening up of the online gaming industry in the US and Canada given its focus on both business-to-business (B2B) and business-to-consumer (B2C) online betting offerings. It may also become a takeover target in the ongoing consolidation of the industry.

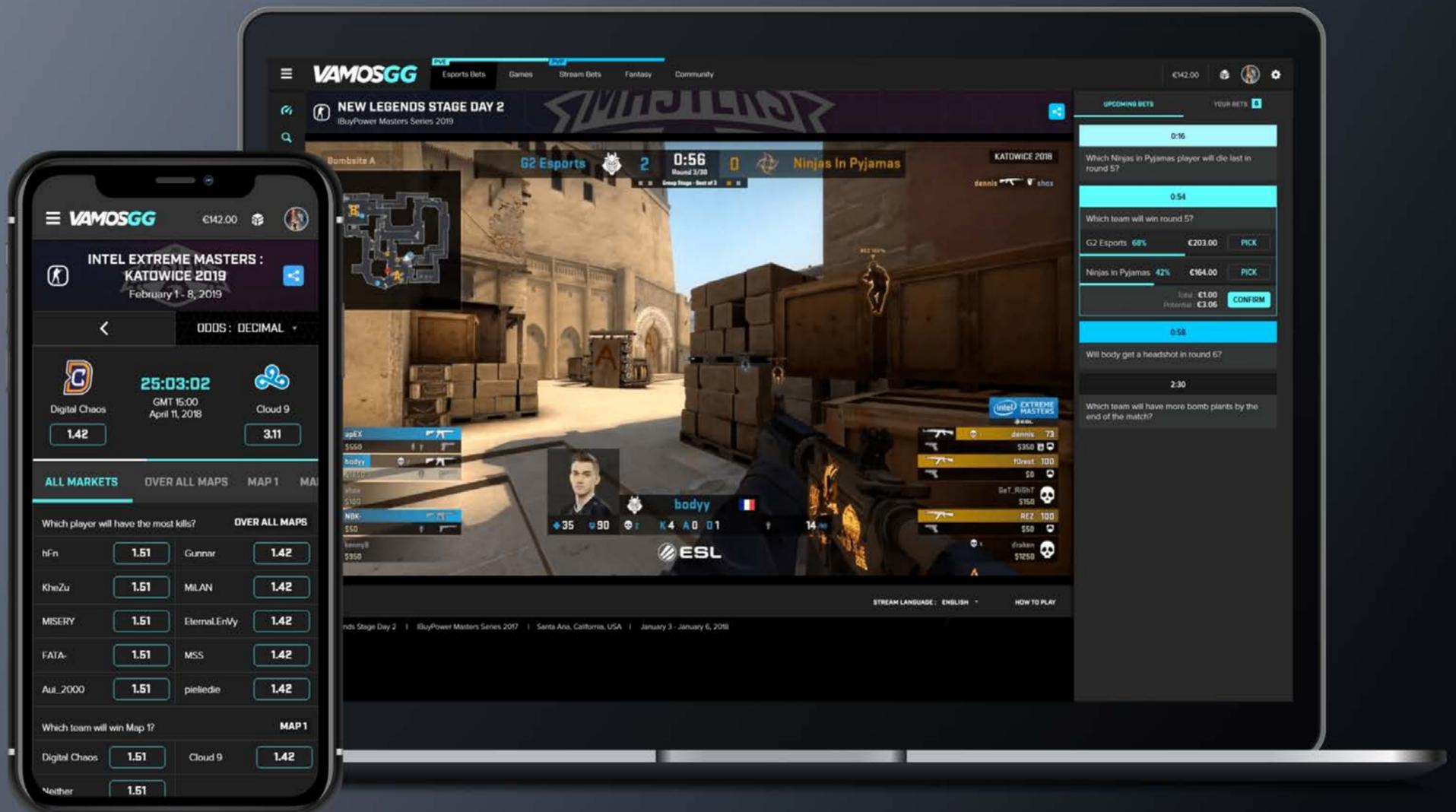
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FanUnite has already received two gambling licences from the Malta Gaming Authority to operate both B2C and B2B verticals. These licenses now enable FansUnite to offer a full spectrum of online gambling services in Europe.

The Global Gaming Opportunity

The online gaming industry is booming, driven by new technology and the rapidly rising internet penetration and increased use of mobile phones. The global industry is expected to grow at a CAGR of 11.5% out to 2027 to become a US\$127 billion business. Explosive growth

is expected over the next five years from the US and Canada as new legislation is enacted state-by-state to allow online sports betting and iGaming to take place. This opens up considerable opportunities for gaming companies and investors.



Online Gambling is a Powerful Engine of Growth

The global gaming industry has been an enticing market for many years but is entering a new phase of rapid expansion due to online gambling. This is due to the growth of online accessibility as well as new jurisdictions around the world looking to legalize and monetize online sports betting and iGaming. New online companies and operators are appearing, creating new business models and taking opportunities to leverage their businesses in multiple jurisdictions.

The global online gambling market size was valued at **US\$53.7 billion** in 2019 and is expected to grow at a compound annual growth rate (CAGR) of **11.5%** from 2020 to 2027 to reach a total market size of around **US\$127 billion** in 2027^[1].

Online betting's global popularity covers many traditional sports; with football (soccer) accounting for around 45% of the market, horse racing about 30%, and other sports like tennis, baseball, American football, basketball, and cricket accounting for some 20%. Esports is a relatively new category and already accounts for around 5% of the online sports market. Online gambling also covers iGames which are online casinos and card games like poker and blackjack, as well as other games with video game themes.

The online gambling industry has also seen a surge in growth during the COVID-19 pandemic. Online gambling has always been one of the biggest and most rapidly expanding sectors of the global gaming industry, but the pandemic and the lockdown that followed led to a sudden surge in visitors to gaming websites.

The high internet penetration and increasing use of mobile phones among individuals for playing online games from their homes and public places are driving the market. In addition, factors such as easy access to online gambling platforms, legalization and cultural approval, corporate sponsorships, and celebrity endorsements are also contributing to market growth. The growing number of sports followers across the globe has fueled the demand for sports betting. The growing availability of cost-effective mobile applications across the globe through improved technology is further expected to fuel market growth.

In **Europe**, online gambling activities dominate the market with businesses transitioning to online platforms over the past 20 years. In **North America**, online gambling is a relatively new phenomenon but is offering explosive growth in projected revenues over the next five years. In the **US**, the online sports betting and iGaming markets have only recently been legalized and are opening up state-by-state. In **Canada**, the laws are only just changing to allow online gambling to take-off.

In **Latin America**, **Panama**, both the province and city of **Buenos Aires** in **Argentina**, and **Colombia** are regulated online gambling markets with the issue of their first licences in early 2021. **Brazil** is expected to clarify the conditions and number of concessions available for retail and online sports betting towards the end of this year.

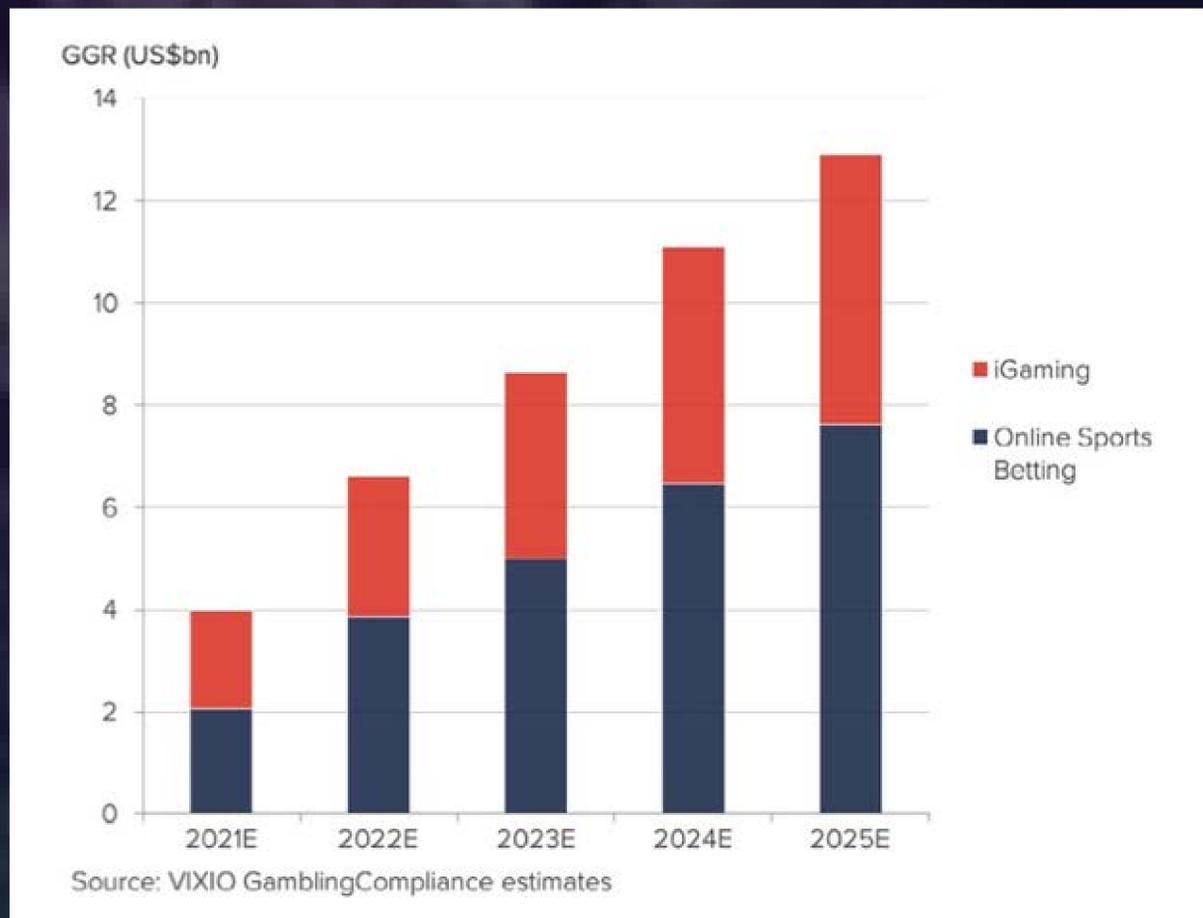
Rapid Growth in the US Online Gambling Industry

Sports betting in the US was legalized by the Supreme Court in May 2018 and has expanded at extreme speed. The new law allows for online sports betting, casinos, poker, and other types of iGaming.

The US online sports betting market revenue is forecast at US\$2.0 billion in 2021 and is projected to register a CAGR of over 39% to reach around US\$7.5 billion in 2025 according to VIXIO GamblingCompliance^[2]. It also forecasts the iGaming market revenue at US\$2.0 billion in 2021 and this sector is projected to register a CAGR of over 28% to reach around US\$5.4 billion in 2025.

So far 23 US states have legalized sports betting in some form (retail, mobile or both). This represents 41% of the US population. Of these 15 states have legalized online sports betting representing approximately 27% of the US population, the largest being Pennsylvania and Illinois. Six states have legalized some form of iGaming, representing approximately 11% of the US population.

Projected US Online Sports Betting & iGaming Revenue (US\$bn)



The approval of iGaming has been slower than online sports betting, despite the significant outperformance, in tax-revenue terms, of online gaming versus betting, according to VIXIO GamblingCompliance.

The COVID-19 pandemic has had a major impact on the gambling industry in the US. It led to the closure of casinos, lottery outlets, and gambling venues (ie, gambling lounges, bars, breweries, hotels, bingo halls, and horse racing) and to the suspension of sporting events for which betting systems were in place. As a result, the market witnessed a migration from offline to online gambling activities.

The Online Gambling Potential in the Canadian Market

Sports betting in Canada currently makes up only an estimated 1% of the estimated C\$250 million Canadian gross gaming revenue (GGR), with lotteries, and land-based casinos, and gaming machines being the main components. Furthermore, regulated online betting is also only a very small share of that sports betting, although there is significant unregulated online gambling taking place.

However, in November 2020, the Government of Canada introduced legislation to legalize single-event sports betting in Canada, which is currently prohibited. The bill (C-218) has cleared a second reading in the Senate and has been sent to a committee for review. If passed, provinces will be able to choose to incorporate single-event sports betting into their respective regulatory regimes.

A PwC report^[3] estimates that this could increase GGR by up to ten times (C\$1.7-2.5 billion) within the first two years of legalized single-event sports betting. The biggest driver would be the expansion of online sports betting. Based on historical data, it is estimated that the Canadian online gaming market could have potential annual gross gaming revenue of between C\$3.8bn and C\$5.4bn.

A budget law passed by Ontario's Legislative Assembly in December 2020 set the wheels in motion for a new regulatory regime that will allow private operators to become approved to offer online gambling services in the province for the first time.

The Esports Opportunity

Esports is one of the fastest growing segments of media and entertainment today. It is new vibrant industry at the cutting edge of screen audience engagement and technology.

Esports is short for electronic sports. Esports is a business about amateur and professional gamers playing video game competitions online and the spectators that watch them. Global Esports revenues are expected to surpass US\$1.5 billion in 2023 according to Business Insider. Competitors can either play head-to-head or in regular tournaments or leagues to earn prizes. The professionalization of the sport has drawn in major players with big prize winnings and large fan followings. Esports has become an attractive market for strategic and financial investors.

Esports enjoys worldwide recognition, with a young and coveted fan base. Esports and gaming platforms have also become a place to socialize, meet friends, and exchange experiences culturally beyond gaming.

North American Online Gambling Operators

The US online gambling market is highly fragmented and comprises regional and global players. Some of the largest of these are **Flutter Entertainment** [LSE: FLTR], **Caesars Entertainment** [NASDAQ: CZR], **Entain** [LSE: ENT], **Scientific Games** [NASDAQ: SGMS], **888 Holdings** [LSE: 888], and until recently **William Hill** [LSE: WMH]. In April 2021, Caesars Entertainment completed the acquisition of William Hill for approximately US\$4.0 billion.

Most of the larger traditional bricks and mortar gambling companies have developed an online business. These dominating players have been focusing on mergers and acquisitions over the past few years, primarily to increase their stake in the market, enhance their offerings, and to improve profit margins.

However, the change in legislation in North America has seen the rapid growth of online gaming companies such as **DraftKings** [NASDAQ: DKNG] which went public in April 2020 and has one of the largest footprints in the US. More operators and providers such as **Rush St. Interactive**, **Genius Sports**, and **Golden Nugget** are expected go public in 2021 and various SPACs are reportedly actively hunting for acquisitions.

In early March 2021, **Score Media and Gaming** [TSX: SCR], closed a public offering resulting in proceeds of more than US\$186 million, as it looks to grow in the US and Canada.

Technology a Key Enabler in Online Gambling

Technology is likely to be a major driver in the rapidly expanding online gaming industry especially companies providing customizable sportsbooks and gaming platforms with products targeted towards online gamblers, esports gamers, and casino players.

While some of the larger gambling companies offer both B2C and B2B online gaming entertainment products, there are also a number of larger technology companies focusing mainly on providing B2B services to online gaming companies. These include **International Game Technology [NYSE:IGT]**, **Buffalo Partners**, and **Playtech [LSE:PTEC]**.

There are also new B2B companies entering the market offering opportunities to investors including **FansUnite Technologies [CSE:FANS]**.

Gaming technology companies have also been acquisition targets. In December 2019, DraftKings acquired SBTech for US\$700 million, in January 2021 GAN acquired Coolbet for €149 million, and in November 2020 Bally acquired Bet. Works for US\$125 million.

[1] Grand View Research <https://www.grandviewresearch.com/industry-analysis/online-gambling-market>

[2] VIXIO GamblingCompliance - US Sports Betting & iGaming Outlook 2021

[3] https://mcusercontent.com/32889b581a603416283289bf8/files/38c62bee-0215-4aae-bad7-10ca2c4361f5/PwC_Single_event_sports_betting_legalization_02082021.pdf

Overview of FansUnite Technologies

FansUnite is primarily a technology company operating in the online gambling industry. It has developed its own online gaming platform offering a customizable sportsbook and gaming platform that can be used by existing and new gambling companies. It is also using its own technology to develop a B2C gaming business. **FansUnite** is well positioned to sell and further develop its platform and is at an inflection point in revenues as operators begin to licence its product.

FansUnite is a Canadian-based company operating in the global sports and entertainment sector. More specifically, its main focus is on developing technology that produces online gaming platforms and products for gambling companies in the gaming industry (B2B). These are regulated and lawful online gaming platforms and related products.

The company started trading on the Canadian Securities Exchange under the ticker symbol FANS in May 2020 when it raised C\$3.1 million. It subsequently raised a further C\$18.4 million in July 2020 and January 2021.

The strength of FansUnite's business model comes from a carefully curated proprietary technology platform called Chameleon that allows it to penetrate the gaming market through established and new brand partners, while at the same time using the technology to develop and launch its own B2C online gambling products. The focus on its technology to build new features and give its customers new tools, allows it to continually engage in new demographics of players and is expected to benefit from the opening up of the gaming industry in the US and Canada.

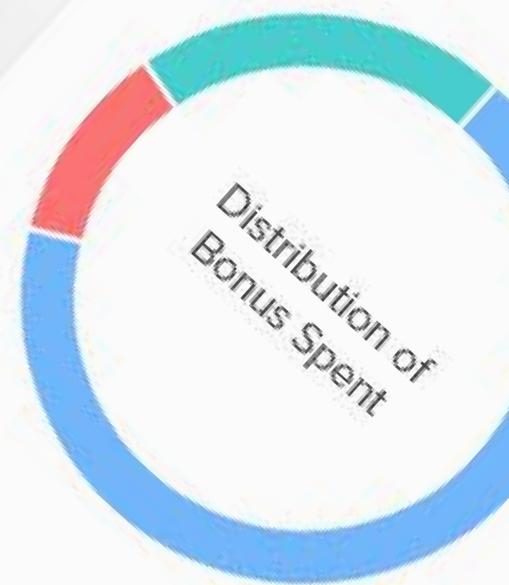
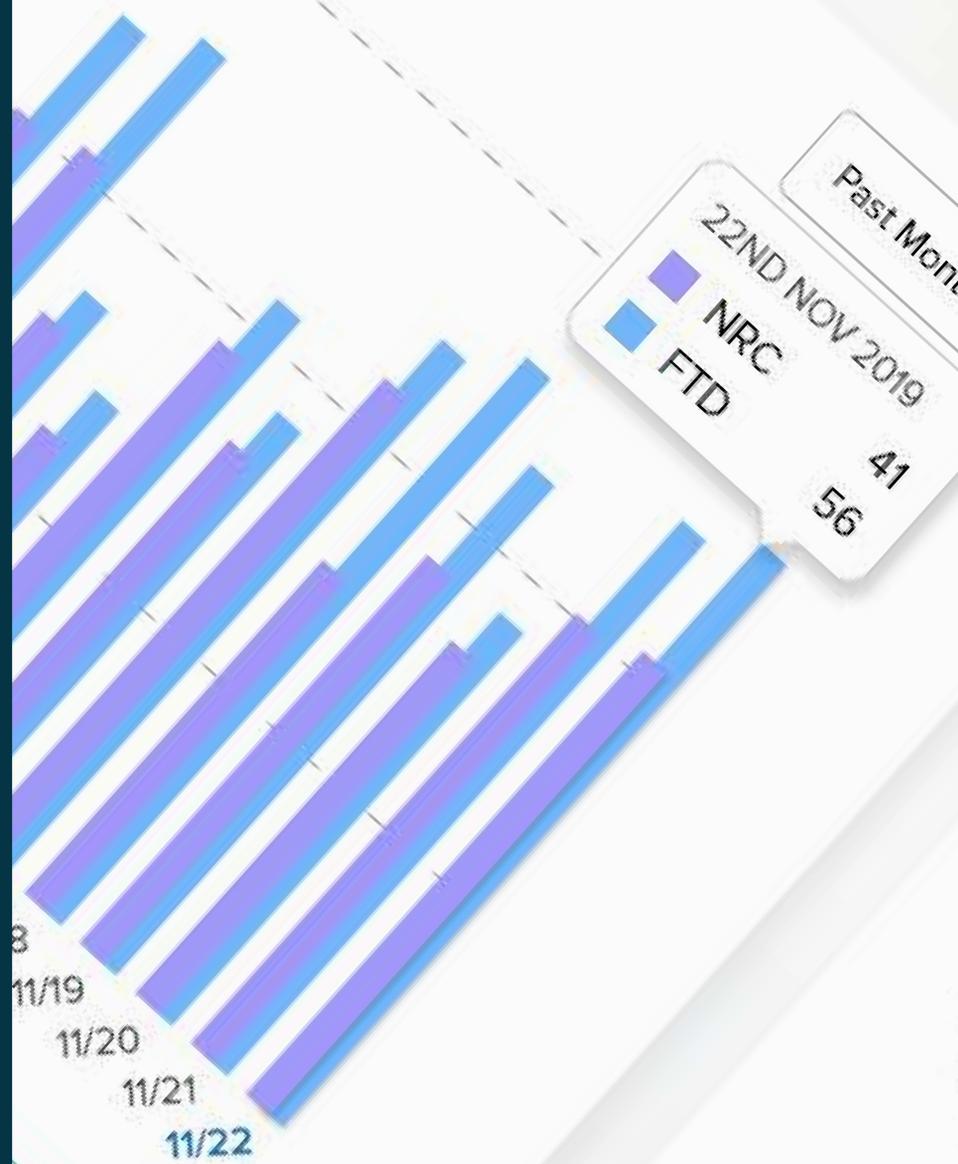
Building its Products and Client Base

FansUnite has continued building its technology and platforms, including the acquisition of Askott Entertainment in August 2020. This has added esports betting and fantasy gaming to its portfolio of offerings. It has also started to build up its own portfolio of gaming websites and products (B2C), the first being the acquisition of the McBookie operation in the UK in March 2020, and the second being VamosGG, an esports betting platform being launched in Brazil.

Most of the group's revenue in 2020 came from McBookie, while strategically the company continued to dedicate most of its resources to further developing its technology platform. Management expects these trends to continue in the near term and is already anticipating an inflection point in revenues as live B2B operators begin to license its technology.

FansUnite is working with sportsbook and data providers around the world to expand its offerings to clients and gamblers internationally. The company has been executing well and is also expanding its partnerships and licences around the globe and has recently announced a B2B contract with Money Line Sports.

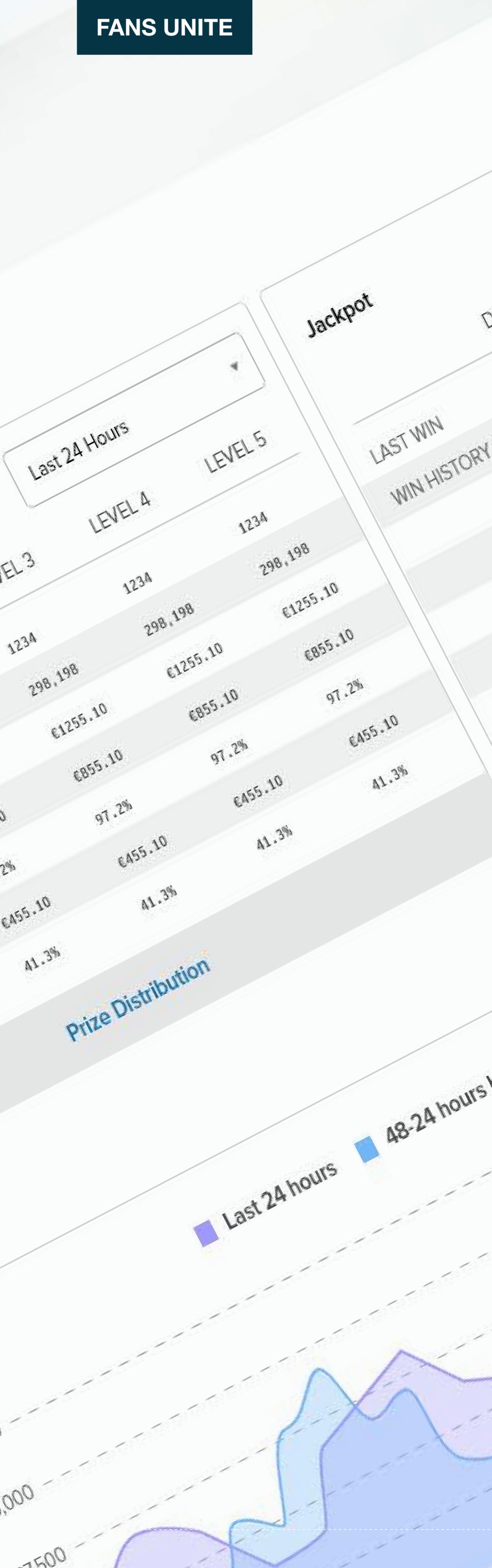
FansUnite is also well positioned to capitalize on growth in new jurisdictions. At the end of last year, the company received two licenses from the Malta Gaming Authority to operate both B2C and B2B verticals. These licenses now enable FansUnite to offer a full spectrum of online gambling services in Europe. It has also now submitted applications to secure two similar licenses in the U.K.



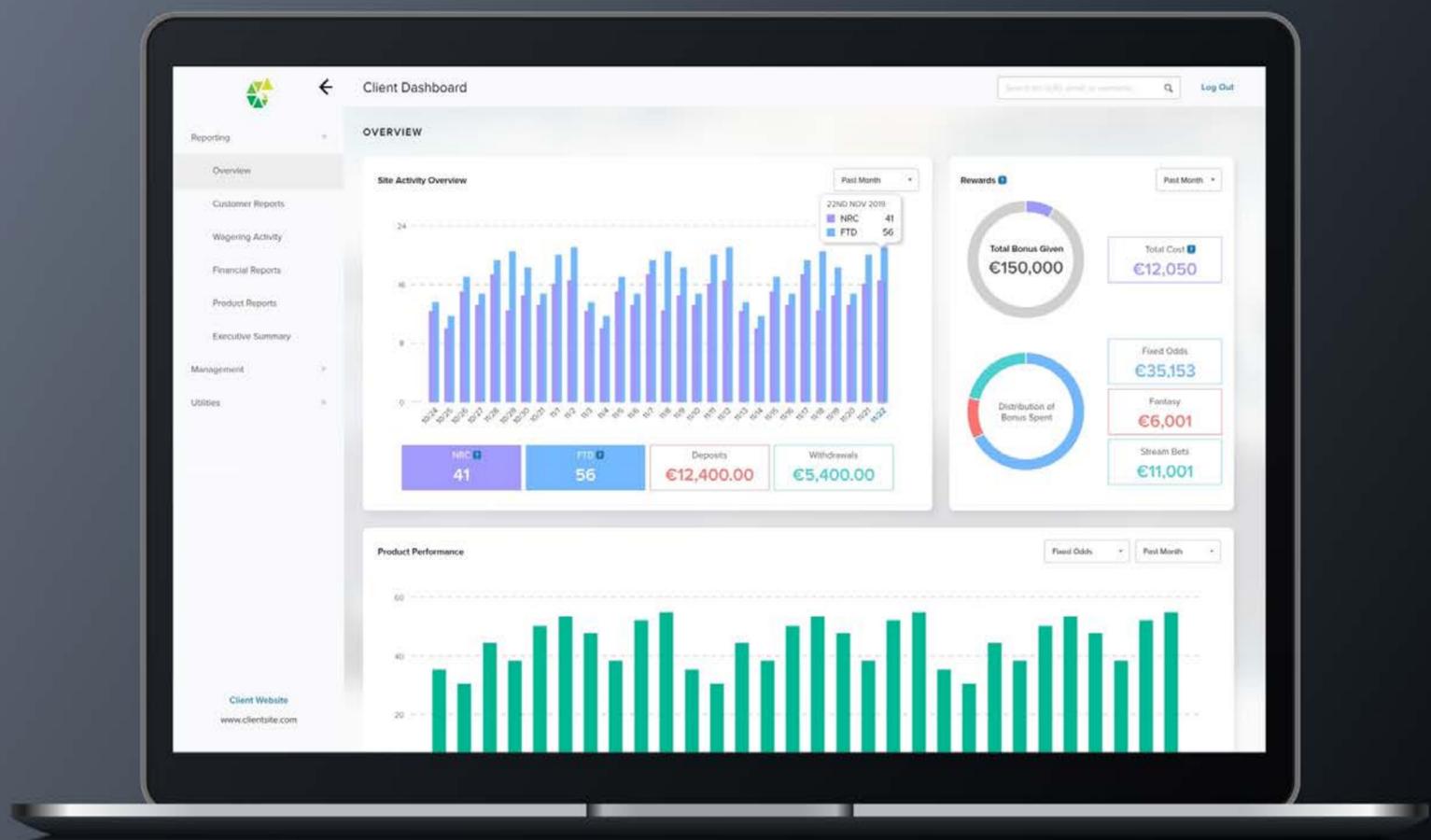
Bonus Money
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In North America, the state-by-state licensing of the US gaming market is creating unparalleled opportunities for FansUnite’s portfolio of sports and esports products. With recent single-game betting legislation expected to be passed in Canada, the company is also well positioned to take advantage of this new market.

The next positive catalysts for the share price should be the successful acquisition of the two licences in the U.K. for the operation and sale of its technology to U.K. gambling companies. It will also allow FansUnite to migrate McBookie on its own platform and realise considerable cost savings. The application is expected to be approved in the second quarter of 2021. This is likely to be followed by the acquisition of a licence to operate its technology in New Jersey in the US.



Chameleon - Leading Technology Platform for White Labeling



The technology that FansUnite has developed is a unique sports, iGaming, and esports focused gaming platform, called Chameleon, with technology that allows gambling companies to have their own gaming platform and sportsbook in a matter of weeks through white labelling. It is an extremely flexible gaming platform and

can be operated through an API software intermediary or through turnkey solutions. It also offers a robust client dashboard with tailored reporting and real-time analytics. It is designed and targeted towards the next generation of online gamblers, esports gamers, and casino players.

The platform includes products for pre-match betting, in-play betting, daily fantasy, content, and a certified random number generation (RNG) to produce casino style chance games. Its technology includes fixed and pooled odds, cryptocurrency wallet (CoinsPaid), and news content. It has partnered with Pinnacle to offer the best odds on esports bets for its platform partners.

In August 2020, it acquired Askott Entertainment, a pioneer in esports betting and esports fantasy, broadening its opportunity in the global gaming market from traditional sports to include esports. Askott Games has become a separate division within the business and is developing exclusive casino style RNG games with esports and video game themes. There are currently four titles completed, with another game moving into testing and the company is working towards building a suite of 10 games by the end of 2021.

In addition to being offered to all partners on the Chameleon platform, Askott is licensing its games to external casino aggregators, opening them up to hundreds of online casinos and sportsbooks. This includes a distribution deal with The Ear Platform.

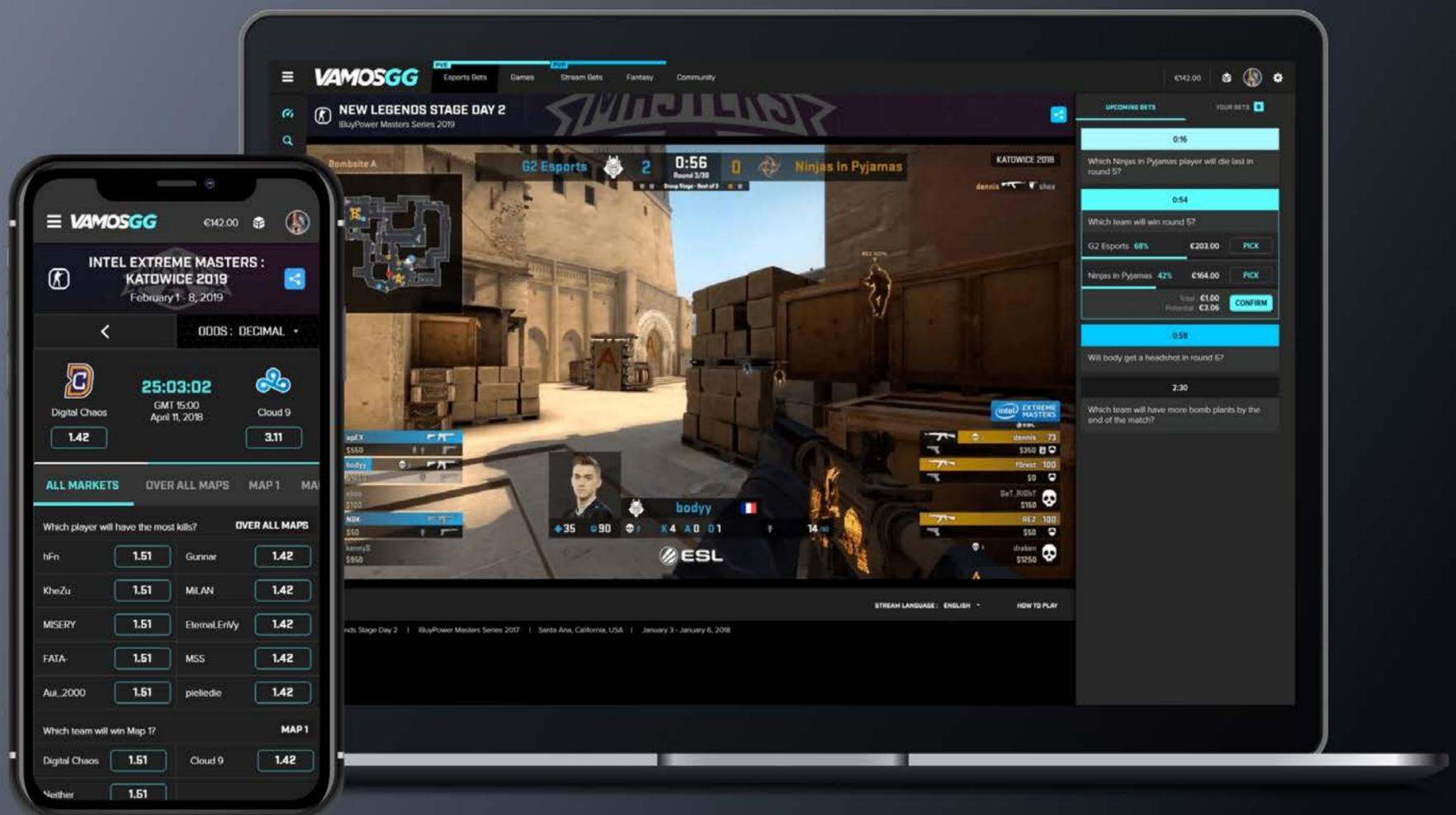
The Chameleon platform was recently nominated for technology awards in the ‘full-service platform provider’ and ‘sportsbook platform provider’ categories in the 2021 EGR B2B Virtual Awards.



Building its own Portfolio of Gambling Websites

FansUnite also operates McBookie, a B2C UK sports betting service and casino which it acquired in March 2020 for some 3.5 million shares and £600k in cash. It has a license to operate granted by the UK Gambling Association and targets most of its resources on Scottish markets and clientele.

McBookie has an outstanding reputation that it has built over more than a decade of operations. It has cultivated a loyal following with a focus on Scottish sporting action and a comprehensive casino offering, along with virtual sports.



It has 10,000 active members and had C\$135 million betting volume over the past three years. McBookie's gross gaming revenue was C\$982,000 in the first quarter of 2021, a record for any quarter since inception and an increase of 136% as compared to the first quarter of 2020.

The latest site to be launched on Chameleon esports betting platform is VamosGG a B2C site initially focused on Brazil. It is a Latin American focused brand and is an example of the Chameleon platform's flexibility to launch highly localized sites. Chameleon currently supports 10 languages and can localize to additional languages as needed.



In September 2020, FansUnite entered into a partnership with GameCo to establish a fully integrated turnkey esports betting solution for online casinos and sportsbooks in the US. GameCo holds gaming licenses in almost thirty jurisdictions including, New Jersey and Nevada in the US.

Recent Technology Sales & Partnerships

Then in December 2020, FansUnite and GameCo announced that they had entered into a partnership with **US Bookmaking** and **Sky Ute Casino**, to establish the first dedicated esports sportsbook in the US. It has already undergone its private beta testing phase and is ready to be launched upon receiving final regulatory approval.

The wagering system of the sportsbook has demonstrated the ability to meet all local requirements including remote server installation of FansUnite's betting engine and player database, geofencing, player KYC and the successful integration of Sightline payments.

In March 2021, FansUnite announced a strategic partnership with **TGS Esports** [TSXV: TGS], a leading esports solutions provider, to launch live esports tournament prediction games. TGS partners with organizations and brands to build and grow their esports communities via tournaments, broadcast production and events. Through the partnership, FansUnite will incorporate its wagering solutions into TGS events to establish a new platform where live audience predictions can be placed on multiple match outcomes within every white-label esports event run by TGS. This will allow FansUnite to capture new opportunities within the fast-growing esports market.

In May 2021, FansUnite entered a licensing agreement with **Money Line Sports** to launch the online sports betting portal (www.MoneyLineSports.tv) before the upcoming professional football (soccer) season. **Money Line Sports** is an Ontario-based company that is uniquely positioned within the European markets to provide premium streaming sports content and wagering technology.

Money Line will be an approved white-label partner and operator of FansUnite's proprietary licensed online gambling solutions. FansUnite will integrate the Money Line proprietary streaming media OTT platform and content into the company's sportsbook and casino offerings within legal jurisdictions. The portal will incorporate live streaming and accept cryptocurrency payments.

In May 2021, the company announced a brand partnership with Cash Live to launch FansUnite branded live games on the Cash Live mobile app. FansUnite has a minority interest in Cash Live, a tech start-up that offers a new popular poker and social casino game show platform. It is a free-to-play gaming app that is designed for mobile devices and features daily live-streamed poker game shows paying out real cash to its winners.

Cash Live has been launched on iOS devices in Canada, the US and Mexico with live games 7 days a week, twice daily. A launch on Android is underway and is expected to be completed shortly. Top-ranked professional poker players such as Phil Hellmuth, Antonio Esfandiari, Jeff Gross, Jonathan Duhamel, Brian Rast, Kevin Martin and Joey Ingram, have invested in Cash Live. In addition, the mobile app has well-known investors within the digital entertainment and technology sector.

Ongoing Acquisitions and Developments

FansUnite also aims to continue acquiring technology platforms and assets with high growth potential in new or developing markets. The company also provides technological solutions and services in the global gaming and entertainment industries.

In December 2020, the company received approval from the Malta Gaming Authority (MGA) for two gaming licences. The MGA is a gambling regulatory authority that issues industry standard gaming licenses that are consistent with European Union laws and regulations.

These licenses now enable FansUnite to offer a full spectrum of online gambling services in Europe, covering casino, fixed odds betting, pool betting and controlled skill games. The company has also obtained access to new markets as operators registered under EU legislation and can sell its B2B and B2C products.

Other benefits of the MGA licenses include a variety of payment and banking methods that will result in smoother transactions and a corporate-friendly tax system.

FansUnite partners with payment processors, data providers as well as compliance and regulatory bodies.

Company Finances & Share Structure

For the year-ended 31 December 2020, the company had total revenue of C\$1.56 million with cost of sales of C\$1.02 million. The revenue was a result of acquisitions made in 2020, most notably the acquisition of McBookie. Revenue is expected to more than double in 2021 with revenue of C\$1.07 million already reported in Q1 results.

Historically, the company has relied primarily on the sale of its equity for cash to fund operations. Revenue is expected to continue growing from McBookie and rise significantly through the leverage of its valuable technology and platform and new customers using its platforms at an accelerated pace.

In March 2020, at the time of its Canadian listing, FansUnite issued 8.95 million shares at C\$0.35 per share for a total of C\$3.1 million.

In July 2020, the company issued 12.7 million common shares at a price of C\$0.40 in a private placement for proceeds of C\$5.0 million.

In January 2021, FansUnite completed an upsized and oversubscribed private placement of 21.42 million special warrants for proceeds of C\$13.4 million. Each special warrant entitles the holder to one common share and one-half warrant. Each warrant will entitle the holder to acquire one common share at \$0.625 and a half warrant at an exercise price of C\$0.78 for a period of 24 months following the closing of the offering.

As at the end of March 2020, the company had no debt and cash of C\$15 million.

Management and insiders own about 5.5% of the shares. The share structure as at the end of April 2021 is shown in the table below.

Share Issued	182.8m
Warrants	17.2m
Options	7.9m
Fully Diluted Shares	207.9m

The company's shares trade on the Canadian Stock Exchange under the ticker symbol FANS and is listed on the OTCQX under the ticker symbol FUNFF.

Management & Directors

FansUnite has a strong management team led by CEO Scott Burton, all with significant experience in the gaming industry.



Scott Burton - Chief Executive Officer

Scott is a Chartered Professional Accountant with over 20 years of operational experience and is considered a pioneer in the esports betting industry. He co-founded Tedbets.com, an award-winning peer-to-peer wagering platform which was awarded the 2014 “Game to Watch” award at ICE Totally Gaming, the leading casino and sports betting industry exposition. Scott was the Chief Executive Officer of Askott Entertainment prior to its merger with FansUnite, and has experience securing and overseeing multiple gaming licenses in several licensing jurisdictions.



Darius Eghdami - President & Director

Darius is a Chartered Professional Accountant who has been actively involved in the sports betting industry since 2009, previously founding and leading successful exits in the digital, data analytics, and consumer internet sectors. Darius is the founder of FansUnite and is currently the President, and was most recently named Canada’s Next 150 Top Entrepreneurs by the TMX Group, the parent company of the Toronto Stock Exchange (TSX) and the TSX Venture Exchange (TSXV). Previously, Darius served as a Senior Accountant with KPMG LLP in their Technology, Media, and Telecommunications team.



Jeremy Hutchings - Chief Technical Officer

Jeremy brings over 25 years of experience in leadership, systems architecture, software & product development and process improvement. He Co-Founded Askott Entertainment and was the Chief Technical Officer, where he was responsible for technology strategy, which includes security, architecture, software and system development, and data quality. Previously, Jeremy was a Technical Director at CBS Interactive, a subsidiary of ViacomCBS (NASDAQ: VIACA), where he provided leadership to the software engineering team for all product areas.



FANS UNITE



Graeme Moore - Chief Financial Officer

Graeme has experience transforming and scaling finance departments to include full-cycle accounting, financial analysis, financial reporting, and internal controls. He previously served as a Controller for Traction on Demand, a Salesforce consulting partner and app development firm. In his previous position, Graeme was instrumental in scaling the company to 3x revenues and a 300% growth in headcount.



Ian Winter - Chief Operating Officer

Ian is the former Chief Operating Officer of Askott Entertainment, which merged with FansUnite (CSE:FANS). Previously, Ian was the Chief Executive Officer of Jetpack Interactive, a video game development studio focused on innovative design and development across multiple platforms; he is currently a director with the firm. He previously served as the Chief Operating Officer of Yummy Interactive, a Vancouver-based developer and aggregator of solutions for the secure deployment of PC games. Ian also co-founded MMX Software, a software development studio focused on building customized peer-to-peer client-server PC and mobile game solutions.



Harish Narayanan - Director



Harish is the former President of Paddy Power Betfair (Asia), now part of Flutter Entertainment (LSE: FLTR), a global sports betting, gaming and entertainment company with over 13,000 employees globally. Previously, he held senior management roles within Nokia (HEL: NOKIA) in the Asia-Pacific region. Harish is recognized as a specialist in strategic mergers and acquisitions (M&A) in the online gaming market and currently serves as a consultant to numerous gaming groups expanding their global operations, government relationships, and attracting licensed B2C operators.

**Chris Grove - Director**

Chris is currently a Partner at Eilers & Krejcik Gaming, a research firm focused on the global gaming industry, leading the firm's Sports Betting & Emerging Verticals practice. He is also the co-founder and serves as the Executive Vice President of Acquisitions at Acies Acquisition Corp (NASDAQ:ACAC), a Special Purpose Acquisition Company focused on experiential entertainment. Chris was previously the Acting Director at Catena Media (STO: CTM), where he oversaw strategy for the US division of the company. He has also founded and sold multiple online gambling affiliate networks including LegalSportsReport.com and PlayUSA Media.

**James Keane - Director**

James is currently the Chief Executive Officer at King Show Games ULC, a full-service game development studio that creates slot and video poker games for the casino industry. Previously, he was the Managing Director of Emerging Markets at Sportingbet, a company acquired by GVC Holdings (LSE: GVC), where he was responsible for establishing and building the company's presence in the US, Brazil, Spain, South Africa, and Chile. James was a founding member of the ParadisePoker.com team, which would eventually be acquired by Sportingbet in 2004.

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