

FORM 7

MONTHLY PROGRESS REPORT MARCH 2020

Name of Listed Issuer: FANDOM SPORTS MEDIA CORP. (the "Issuer" or "FANDOM SPORTS" or "the Company").

Trading Symbol: FDM, FDMSD, TQ42

Number of Outstanding Listed Securities: 16,167,734

Date: March 31, 2020

This Monthly Progress Report must be posted before the opening of trading on the fifth trading day of each month. This report is not intended to replace the Issuer's obligation to separately report material information forthwith upon the information becoming known to management or to post the forms required by Exchange Policies. If material information became known and was reported during the preceding month to which this report relates, this report should refer to the material information, the news release date and the posting date on the Exchange website.

This report is intended to keep investors and the market informed of the Issuer's ongoing business and management activities that occurred during the preceding month. Do not discuss goals or future plans unless they have crystallized to the point that they are "material information" as defined in the Policies. The discussion in this report must be factual, balanced and non-promotional.

General Instructions

- (a) Prepare this Monthly Progress Report using the format set out below. The sequence of questions must not be altered, nor should questions be omitted or left unanswered. The answers to the items must be in narrative form. State when the answer to any item is negative or not applicable to the Issuer. The title to each item must precede the answer.
- (b) The term "Issuer" includes the Issuer and any of its subsidiaries.
- (c) Terms used and not defined in this form are defined or interpreted in Policy 1 – Interpretation and General Provisions.

Report on Business

1. Provide a general overview and discussion of the development of the Issuer's business and operations over the previous month. Where the Issuer was inactive disclose this fact.

The Company's board of directors has approved a private placement of up to 15 million units at five cents per unit for gross proceeds of up to \$750,000, and the price protection expires on May 11, 2020. Each unit will consist of one share and one half of one share purchase warrant where one full warrant shall entitle the holder to purchase one additional common share at an exercise price of \$0.07 per common share for one year.

As part of the private placement, the Company intends to settle outstanding debt to help preserve the Company's cash resources.

Usage of the proceeds from non-brokered private placement:

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- Completion of the Esports Application released on Fandom Esports Platform,
- Recruitment of separate Esports focused talent to cover product, service and operations in Canada, and,
- General corporate purposes.

Between 2018 and 2019, the Company has invested four million and one hundred thousand Canadian dollars (\$4.1 million) into its intellectual property and technology development via three separate financings:

- \$3,307,070 closed in January 2018 to build microservices platform and live sports application,
- \$308,040 closed in August 2019 for the platform's game engine, and,
- \$600,000 Blaze blockchain technology license and integration on December 28, 2019.

Fandom Esports App is first to market to monetize global esports' debates with a partnership-based business model with micro-payments. The platform can process 50,000 Blockchain transactions per second for our players.

The Company's focus is Esports with Blaze blockchain protocol as the payment structure for micro transaction-based revenue opportunities for FANDOM SPORTS. Blaze means faster transactions, cheaper service deployment and better end-user experience.

2. Provide a general overview and discussion of the activities of management.

The critical strategic consideration during 2020 for the FANDOM SPORTS Media Corporation has been to explore the esports fantasy gaming field with its already existing [core technology](#).

The Company's core platform is the Fandom Esports Platform with Blaze Blockchain protocol which can function as, among other things, the payment structure for micro transaction-based revenue opportunities for FANDOM SPORTS. Blaze means faster transactions, cheaper service deployment and better end-user experience. The Company's platform can process 50,000 on-chain transactions per second for its players and is a natural fit for esports as the platform suits ideally to fast, low-valued micropayment transactions. The Company is currently examining current trends (as further described below in paragraph 17) and exploring opportunities to monetize Esports through the Fandom Esports Platform and the Fandom Esports App.

3. Describe and provide details of any new products or services developed or offered. For resource companies, provide details of new drilling, exploration or production programs and acquisitions of any new properties and attach any mineral or oil and gas or other reports required under Ontario securities law.

No additional updates since the last Monthly Progress Report.

4. Describe and provide details of any products or services that were discontinued. For resource companies, provide details of any drilling, exploration or production programs that have been amended or abandoned.

No additional updates since the last Monthly Progress Report.

5. Describe any new business relationships entered into between the Issuer, the Issuer's affiliates or third parties including contracts to supply products or services, joint venture agreements and licensing agreements etc. State whether the relationship is with a Related Person of the Issuer and provide details of the relationship.

No additional updates since the last Monthly Progress Report.

6. Describe the expiry or termination of any contracts or agreements between the Issuer, the Issuer's affiliates or third parties or cancellation of any financing arrangements that have been previously announced.

No additional updates since the last Monthly Progress Report.

7. Describe any acquisitions by the Issuer or dispositions of the Issuer's assets that occurred during the preceding month. Provide details of the nature of the assets acquired or disposed of and provide details of the consideration paid or payable together with a schedule of payments if applicable, and of any valuation. State how the consideration was determined and whether the acquisition was from or the disposition was to a Related Person of the Issuer and provide details of the relationship.

No additional updates since the last Monthly Progress Report.

8. Describe the acquisition of new customers or loss of customers.

No additional updates since the last Monthly Progress Report.

9. Describe any new developments or effects on intangible products such as brand names, circulation lists, copyrights, franchises, licenses, patents, software, subscription lists and trademarks.

All further trademark registration activities stop due to lack of sufficient funds. Company's complete international trademark roster below.

Country	Trademark	Status
China	FD	APPROVED
China	PICK A FIGHT	APPROVED
Taiwan	PICK A FIGHT	APPROVED
Taiwan	FD	APPROVED
Taiwan	FANCOIN	APPROVED
Japan	FD	APPROVED
Japan	PICK A FIGHT	APPROVED
Japan	FANCOIN	APPROVED
Korea	PICK A FIGHT	APPROVED
Korea	FD	APPROVED
Korea	FANCOIN	APPROVED
India	PICK A FIGHT	APPROVED
India	FANCOIN	APPROVED
U.K.	FANCOIN	APPROVED
U.K.	FD	APPROVED

U.K.	PICK A FIGHT	APPROVED
Germany	FANCOIN	APPROVED
Germany	FD	APPROVED
Germany	PICK A FIGHT	APPROVED

10. Report on any employee hiring, terminations or lay-offs with details of anticipated length of lay-offs.

No additional updates since the last Monthly Progress Report.

11. Report on any labour disputes and resolutions of those disputes if applicable.

None.

12. Describe and provide details of legal proceedings to which the Issuer became a party, including the name of the court or agency, the date instituted, the principal parties to the proceedings, the nature of the claim, the amount claimed, if any, if the proceedings are being contested, and the present status of the proceedings.

No additional updates since the last Monthly Progress Report.

13. Provide details of any indebtedness incurred or repaid by the Issuer together with the terms of such indebtedness.

The Issuer in its ordinary course of business activities may accumulate indebtedness from time to time in the form of fees for services, signing bonuses and management fees, as is regularly reported in the Issuer's financial statements. The board has approved an equity payment structure for management fees and any vendor fees; company stock in place of monetary compensation until the Company has secured financing. The Company does not have a credit card or credit card debt. A debit card will be activated at the close of esports fundraising to enable Company's development and related online services. All services are down until paid and activated as part of the new round of funding.

14. Provide details of any securities issued and options or warrants granted.

None.

Total Capitalization for the Company at the end of the month was as follows:

Issued & Outstanding: 16,167,734

Reserved for Issuance: 1,820,000

Details of the reserved for issuance as of March 31, 2020, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$2.00	0.02 years	166,600	April 8, 2020
\$1.00	1.40 years	513,400	August 23, 2021
\$1.25		680,000	

A summary of the Company's outstanding and exercisable stock options as of March 31, 2020 is as follows:

Weighted average exercise price	Remaining contractual life (in years)	Number of options outstanding	Expiry Dates
\$0.50	4.39	500,000	20-Aug-24
\$1.00	3.89	10,000	20-Feb-24
\$1.25	3.70	60,000	13-Dec-23
\$1.15	3.51	50,000	04-Oct-23
\$0.95	3.39	25,000	20-Aug-23
\$1.25	3.15	50,000	23-May-23
\$1.70	2.33	50,000	31-Jul-22
\$1.90	2.18	180,000	04-Jun-22
\$1.00	1.26	75,000	05-Jul-21
\$1.00	0.59	15,000	01-Nov-20
\$0.95	0.32	125,000	25-Jul-20
\$0.98	3.09	1,140,000	

15. Provide details of any loans to or by Related Persons.

On March 31, 2020, the Company owed money to related party (management consultants and subsidiary company) total of CAD 196,849. The sum consisted of CAD 113,641 to Chief Executive Officer, USD 55,000 to the ex-President and Euro 6,447 to FANDOM SPORTS Oy. Owing are for payments made behalf of the Company and provided services since August 15, 2019.

16. Provide details of any changes in directors, officers or committee members.

No additional updates since the last Monthly Progress Report.

17. Discuss any trends which are likely to impact the Issuer including trends in the Issuer's market(s) or political/regulatory trends.

Esports is competitive video gaming growing at a massive pace with global esports revenues expected to surpass USD one billion in 2020 and have an audience of close to 500 million people by 2020 (source: Newzoo Global Esports Market Report 2020). If esports maintains its current growth rate, total annual revenues could total USD\$2.3 billion by 2022 – far surpassing that of traditional sports like Formula One and UEFA Champions League (source: Forbes – "Global Esports Revenue Reaches More Than \$1 Billion As Audience Figures Exceed 433 Million", December 3, 2019).

One difference with esports is that, despite its rising reputation for packing stadiums and arenas around the globe, esports is comparatively well-positioned to adapt during a pandemic climate. Unlike in traditional sports, live esports tournaments can relatively easily be shifted fully online. Even with the absences of its usual live audience, IEM Katowice, the annual competition for the game Counter-Strike: Global Offensive (CS:GO) [in early March set a new viewership record](#), making it the most-watched non-major tournament of all time.

The emerging Esports trend is a perfect match for Fandom Esports Platform.

Certificate Of Compliance

The undersigned hereby certifies that:

1. The undersigned is a director and/or senior officer of the Issuer and has been duly authorized by a resolution of the board of directors of the Issuer to sign this Certificate of Compliance.
2. As of the date hereof there were / is no material information concerning the Issuer which has not been publicly disclosed.
3. The undersigned hereby certifies to the Exchange that the Issuer is in compliance with the requirements of applicable securities legislation (as such term is defined in National Instrument 14-101) and all Exchange Requirements (as defined in CNSX Policy 1).
4. All of the information in this Form 7 Monthly Progress Report is true.

Dated March 31, 2020

Henri Holm
Name of Director or Senior Officer

/s/ Henri Holm
Signature

CEO
Official Capacity

Issuer Details Name of Issuer FANDOM SPORTS MEDIA CORP.	For Month End March 31, 2020	Date of Report YYYY/MM/DD 2020/03/31
Issuer Postal Address : Suite 830 – 1100 Melville Street		
City/Province/Postal Code Vancouver BC V6E 3A4	Issuer Email. (info@fandomsportsmedia.com)	IR Telephone No. +1 604 2566990
Contact Name Henri Holm	Contact Position CEO	Contact Telephone No. +1 604 2566990
Contact Email Address info@fandomsportsmedia.com	Web Site Address www.fandomsports.net	