



**FANDOM  
SPORTS**

## **Fandom Announces Invitation to Guangzhou Esports Summit**

Vancouver, British Columbia – November 24, 2020 – Fandom Sports Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("Fandom" or the "Company"), is pleased to announce that senior management has been invited to speak at the upcoming 2020 Guangzhou Esports Industry Summit.

Both Mr. Philip Chen, Executive Chairman and David Vinokurov CEO and President will be provided speaking slots at the Summit. Due to ongoing travel restrictions, both Mr. Chen and Mr. Vinokurov will be speaking virtually at the event as well as attending various round table discussions. Other notable attendees include the Chairman of the Asian Foundation for Esports Development, C-Level executives of Tencent Esports and Netease Esports.

"We are proud to be able to attend this prestigious event and present to various leading Esports and Gaming organizations that successfully service the local Chinese market. Our ability to present our unified vision of the coming convergence of Esports content and fan interaction in the largest Esports market in the world is a testament to the propositions we are promoting as a firm," states Philip Chen, Executive Chairman.

In recent years, according to Guangzhou district statistics, a new format of the digital cultural economy industry emerged and that Esports industry market has been continuously expanding. In 2019, the market size of China's Esports industry exceeded 100 billion yuan (\$20 b CAD). In the first half of 2020, China's Esports revenue reached 71.936 billion yuan (\$14.4 b CAD), a year-on-year increase of 54.69%. As a popular sports event for young people, Esports has high development potential, can enrich the types of urban industries, increase economic income and regional influence, and create new jobs. Guangzhou Tianhe District has a strong atmosphere for sports competitions, a large number of game manufacturers, a cluster of universities, and a good location and resource advantage for the development of the Esports industry. In order to promote the integrated and innovative development of the local Esports industry and build a business card for the development of Guangzhou's characteristic Esports, an Esports forum was specially set up at this cultural and creative conference.

**"PLAY. PREDICT. GET REWARDED."**

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*The Company has no intention or obligation to update or revise any forward-looking statements due to new information or events. This press release contains forward-looking statements about FANDOM SPORTS. Forward-looking statements may be identified by the use of words like "believe," "expect," "anticipate," "estimate," "plan," "consider," "project," and similar references to the future. Forward-looking statements reflect FANDOM SPORTS' good-faith evaluation of information available at the time the forward-looking statements were made. These forward-looking statements are subject to a number of risks and uncertainties, and our actual results may differ materially from those projected. Please refer to FANDOM SPORTS' annual and quarterly reports filed on SEDAR for a full discussion of those risks and uncertainties we view as most important. Forward-looking statements are not, and should not be relied upon as, a guarantee of future performance or results, nor will they necessarily prove to be accurate indications of the times at or by which any such performance or results will be achieved. As a result, actual outcomes and results may differ materially from those expressed in forward-looking statements. We undertake no obligation to update or revise forward-looking statements.*

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