FORM 7

MONTHLY PROGRESS REPORT

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

Trading Symbol: FDM

Number of Outstanding Listed Securities 142,043,336

Date December 2, 2018

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 the CNSX 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 CNSX.ca 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 CNSX 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.

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.

Report on Business

Overview

Fandom Sports Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) is a sports entertainment and gaming company "Hell Bent" on finding and creating the best sports content. FANDOM SPORTS allows passionate fans to unleash their primal sports passions by engaging with other fans, cheering for their favorite teams, players and jeering their opponents.

Management continues to actively build on the developments and progress made previously.

The Company issued the following press release(s) during the month of December 2018.

(A) FANDOM SPORTS Corporate update for Q4

Vancouver, British Columbia – December 3, 2018 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company").

Recent Highlights and Developments:

HHS Technology Group ("HHS Tech") has completed its Sprint 12 and the Blockchain platform code freeze to IBM Cloud is scheduled for December 28, 2018. FANDOM'S Platform global launch is taking place at CES 2019 on January 10 in Las Vegas, Nevada. HHS Tech CEO, Bradley White states his views about the created platform, "HHS Tech Group is a customer centric organization where Blockchain services are tailored for customer business needs. FANDOM's Platform is a built-to-own state of the art sports entertainment platform with distinct industry leading features like multi-tenancy, Blockchain secured app economy and FANCOIN treasury. The FANDOM Platform utilizes our expertise and data security caution from the healthcare sector that we tackle with IBM Blockchain solutions".

FANDOM's Platform will operate on IBM Cloud services, starting December 31, 2018. The Amazon cloud based 2015 blue-printed FanDom Sports iOS and Android apps will be taken offline on December 30, 2018. The Android App has successfully fulfilled its mission of collecting sports app and super fan behavioral data to assist the feature set and configuration on the Blockchain based sports entertainment platform.

The live sports application will be delivered by a full-service app development and digital agency, scheduled to launch in Q2, 2019.

FANDOM's Esports initiative has continued to progress from product concept to technical sprint. The technical sprint kicks off on December 10, 2018 and will lead immediate resource allocation for product development.

FANDOM SPORTS seeks opportunities to connect with games, platforms, APIs, and mobile focused companies and is creating a best in class sector of games for esports teams and communities.

FANDOM SPORTS Oy mission: "FANDOM eSPORTS team exists to allow gaming fans to connect with their esports passions and express their adoration for their teams and players. We facilitate a non-toxic player community and environment, rewarding die-hard fans for their vehemence. Together we celebrate the victories of our champions. PLAY. PREDICT. GET REWARDED."

The search for FANDOM SPORTS Oy Studio Leader has started.

Upcoming Q4 milestones:

- Sprint 12 completes the platform's multi-tenancy and blockchain based FANCOIN treasury capability – now FANDOM SPORTS will accelerate global app development and release schedule.
- Live sports global application internal release built for the North American four major sports has been merged into a global app release for better experience. One App - Global Reach - Lower Cost - Larger Audience. All positive attributes for the Company.
- SLUSH 2018 Business Finland, FinTech Finland joint activities and recruitment of FANDOM eSPORTS team leader.
- Esports Technical Sprint with digital agency and leading product innovation firm Konrad Group and design house Out Of Orbit.
- CES 2019 Blockchain based sports entertainment platform launch in Las Vegas, Nevada
- Talk Trash teaser campaign leading up to and during the Super Bowl to build momentum for friendly user tester group for Q2 live sports app global launch for North American sports super fans.
- Asia partnership dialed up for regional expansion.
- Esports Advisory Board completed with strong FinTech coverage for token economies, and software development. Esports team management, IRL streaming and gamer expertise. Final advisory addition covers the legal expertise of the emerging new digital economy and its esports super heroes, the esports players.

Corporate structure updates:

- FANDOM SPORTS has named New York based Blackwell Hollinger and Company LLC , seasoned executives turned management consultants, focused on strategic CFO and value creation consulting services including out sourced CFO duties for Planning, Executing & Communicating.
- The FANDOM Platform is the registered intellectual property of FANDOM Media Group Inc., and which is to be used and further developed by both FANDOM SPORTS Media Corp., and FANDOM SPORTS Oy thus enabling both entities to host their own separate global applications.
- FANDOM SPORTS Media Corp., develops, markets and operates the global live sports app, scheduled for release in Q2, 2019.
- FANDOM SPORTS Oy will undertake the financing, development, marketing and operations of the global esports application as well as manage and operate the global technology platform under the Head Of Studio / CTO and the team.

The esports application technical sprint kicks off in New York on December 10th with the New York City based development team. The sprint is timed to take place after the European Start-Up and Investor Event, SLUSH 2018 (www.slush.org) where the Company has started its recruitment efforts for the Helsinki based esports operations and technology studio (https://thehub.fi/jobs/head-of-studio-cto?utm_source). The esports application is built on the Blockchain Platform as part of the Company's strategy to create one Platform, two apps on single FANCOIN economy.

(B) FANDOM SPORTS Announces New York based CFO to support to scale the operations

Vancouver, British Columbia – December 17, 2018 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company"). The Company has accepted the resignation of Mr. Alexander Helmel as Chief Financial Officer and the Company is pleased to announce the appointment of Mr. Christopher Hollinger as Chief Financial Officer in order to fill the vacancy created.

The Company sincerely thanks Mr. Helmel for all of his valuable contributions to the Company over the last several years and wishes him all the best in his future endeavours.

Mr. Hollinger has 20+ years working with various companies as well as private equity and venture capital backed companies. He has been part of a number of global and domestic companies with a great deal of restructuring experience and CFO management experiences in large divisions at Merrill Lynch and Bank of America. Christopher has extensive experience in financial analysis/reporting, expense management, budgeting, forecasting, client profitability, and competitor analysis. He began his career as an Associate National Bank Examiner with the Office of the Comptroller of the Currency. Additional career highlights include experience with Ernst & Young's Restructuring and Reorganization Group.

Christopher holds a Bachelor's degree in Finance from the University of Alabama and a MBA from Vanderbilt University. He is a member of the Board of Visitors - College of Commerce at the University of Alabama.

The Company has engaged Mr. Hollinger's firm, Blackwell Hollinger LLC, based in New York City, for an initial term of six months, renewable by mutual consent for CFO and related advisory services. Pursuant to the engagement agreement, the Company has also granted Blackwell Hollinger LLC 100,000 incentive share purchase options exercisable at $0.10 per share.

About Blackwell Hollinger LLC.

Blackwell Hollinger and Company LLC are seasoned executives turned management consultants focused on strategic CFO and value creation consulting services. We service small to mid-cap firms seeking ways to create and maintain a value creation culture. While many clients tend to be financially or operationally distressed, we service many companies who do not have these crisis management issues. Instead they are focused on growth but need strategic financial insights and expertise to overcome specific hurdles.

(C) Successful Slush Conference for FANDOM SPORTS

Vancouver, British Columbia – December 19, 2018 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company").

The management and esports advisory teams of FANDOM SPORTS attended the infamous start-up event, SLUSH, in Helsinki Finland December 4 to 5, 2018. FANDOM SPORTS presented and sponsored the FinTech Finland panel with other leading tech start-ups from around the globe.

Klaus Kajetski, esports advisor and Director was a special guest on a widely popular podcast, discussing the massive growth of the esports landscape, produced by OP a large banking group in Finland.

During the SLUSH week, FANDOM management team also met with employee prospects for the currently open position of CTO / Head of Studio, FANDOM SPORTS Oy, who will be based in Helsinki, at the esports headquarters.

FANDOM SPORTS Oy started a preliminary conversation about an official partnership with SEUL, the official esports organization of Finland.

About SLUSH:

Held during the darkest time of the year in Helsinki, Finland, Slush has always been characterized by a unique energy and enthusiasm. The very core of Slush is to facilitate founder and investor meetings and to build a world-wide startup community. Slush is a student-driven, non-profit movement originally founded to change attitudes toward entrepreneurship. In 2018, Slush will be organized in Tokyo, Shanghai, Singapore and Helsinki.

Over the past seven years, Slush has grown from a 300-person gathering to become a global community organizing more than 75 events with +40,000 attendees all around the world. Each city and each community adds its own local flavour to the global network. Be it the cherry blossoms of Japan or the rhythms of Jamaica, we always like to throw some spices into the mix of entrepreneurs and tech.

In addition to our global community events in Helsinki, Tokyo, Shanghai and Singapore, Slush is expanding rapidly to other parts of the world. We co-organize events together with the most prominent start-up hubs across all continents.

(D) FANDOM SPORTS JOINS THE CONSUMER TECHNOLOGY ASSOCIATION (CTA.)

Vancouver, British Columbia – December 20, 2018 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company").

FANDOM SPORTS became a member of the Consumer Technology Association on December 6, 2018. As a brand centric entertainment and gaming company with a strong technical platform, joining CTA was an organic choice for FANDOM SPORTS as CTA's website states "A proponent of innovation, CTA advocates for the entrepreneurs, technologists and innovators who mold the future of the consumer technology industry. CTA provides a platform that unites technology leaders to connect and collaborate, and it avidly supports members who push the boundaries to propel consumer technology forward."

FANDOM SPORTS becoming a CTA member also comes at an opportune time for CES, which is produced by CTA.

At CES, FANDOM SPORTS will launch their platform on January 10th with an invite only event for hand-picked industry professionals in sports, esports, tech and media. The event will include a short welcome by FANDOM SPORTS CEO, Henri Holm, followed by an evening of sports stand-up comedy on "Pick.A Fight. & Talk Trash.", a LIVE broadcast of the FANDOM Radio Show and an NHL game with the San Jose Sharks and The Las Vegas Golden Knights.

About CTA:

As a catalyst to the dynamic technology industry, the Consumer Technology Association (CTA)™ accelerates growth and progress for the fast-paced economy. With leading market research, CTA educates members,

and by establishing standards, CTA shapes the industry at large. CTA is also the producer of CES®, the world's largest annual tradeshow for consumer technology. The Consumer Electronics Show®, CES, showcases more than 4,400 exhibiting companies including manufacturers, developers and suppliers of consumer technology hardware, content, technology delivery systems and more.

About FANDOM SPORTS:

"Play. Predict. Get Rewarded."

FANDOM SPORTS Media is an entertainment and gaming company "Hell Bent" on finding and creating the best interactive sports and esports content. FANDOM SPORTS allow super fans to unleash their primal sports passions by engaging with other fans, cheering for their favourite teams and players, and jeering their opponents.

The FANDOM SPORTS app encourages users to unleash their primal sports passion by allowing fans to *play*, *predict* and *get rewarded* on real time sports and esports events. The Company's 1-2-1 strategy is built on a Blockchain Platform with two global apps and one FANCOIN economy for super fans to fight one another within an entertaining mobile application and to get rewarded for their action.

For more information, visit the Company's website at www.FandomSports.net

For additional Information:

Investor Relations
Email: info@fandomsports.net

Tel: +1 (647) 236-4895

Or

Sales & Partnerships
Email: support@fandomsports.net

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

FANDOM SPORTS: The Brand

FANDOM SPORTS exists to allow sports fans to unleash their primal sports passions, to express their adoration for their teams and players, as well as their deep scorn for their opponents.

Building on the success of its current, 2015 designed, FANDOM Sports App, the Company is phasing out systematically the legacy product and will launch an enhanced IBM Blockchain Platform accompanied by a new iOS and Android sports app in the fourth quarter of 2018. This core mobile product - the FANDOM SPORTS App – taps into the passion of sports fans around the world, bringing "trash talk" to a new level.

Currently in development with HHS Tech Group and overseen by IBM, the new platform will give FANDOM the flexibility to expand into new global markets by tailoring a shell app, based on demand, to that specific market. While the shell app will look and perform the same globally, it will produce new results depending on the user's

geographic location. For example, a FANDOM Sports App user in China may not be as interested in the NFL, NBA or NHL like a North American market. Instead, their interests could be in eSports and sports leagues native to their country.

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.

FANDOM SPORTS App is the ultimate destination for die-hard sports fans. The app enables users to follow their favorite live-action and fantasy teams and players, as well as test their sports knowledge and track viral sports highlights. During Online and live sporting events, professional athletes, commentators and users can engage and debate. It provides a place for fans to connect and square off in real-time with raw, authentic sports debates.

Users are able to log in, celebrate and commiserate with like-minded fans or debate the enemy. The FANDOM SPORTS app currently targets major sports, including football, basketball, baseball and hockey, with future global expansion based on demand and market expansion plans. FANDOM SPORTS' mighty live sports metadata provider is the sportradar.com

The app's FanFights feature allows sports fans to engage other users and unleash raw opinions, predictions and uncensored debates. Application-use is further driven when sports lovers can keep up with their favorite teams and players, trash talk, invite friends to "Pick a Fight" to win virtual currency and experience points status.

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.

The iOS and Android applications alongside with the AWS Amazon server hosting originally launched in 2017 were hibernated as per the product strategy and disclosed in the Company's Q4 2018 update. The Amazon cloud based 2015 blue-printed FanDom Sports iOS and Android apps will be taken offline on December 30, 2018. The Android App has successfully fulfilled its mission of collecting sports app and super fan behavioral data to assist the feature set and configuration on the Company's Blockchain based sports entertainment platform.

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.

During the month of December, 2018, the Company maintained its short term Arms Length Licensing and/or Services contracts with certain art and app design services providers as well as Application Development providers. These contracts are short term and may be renewed by mutual consent.

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.

Company Jordao Capital external CFO services was terminated and New York based Blackwell Hollinger LLC services have replaced the service portfolio. LehmanBush, Beijing PRC Asia market expansion contract was terminated and expansion services are provided by Dynaco Capital Inc. out of Toronto, Canada.

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.

None.

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

None.

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

FANDOM SPORTS has successfully filed trademarks covering its key copyrighted assets such as logo, tagline PICK A FIGHT and the in-app virtual currency FANCOIN. Trademarked countries cover a strategic approach between our North American super fan focused FANDOM SPORTS app and our developing esports ecosystem featuring the first to be built app;- PLAY. PREDICT. GET REWARDED.

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

The Company engages non-management consultants from time to time on a short term basis with the exception of its key personnel and management team.

The Company has signed an 18 month agreement with Dynaco Capital Inc. a consulting and investment advisory firm headquartered in Toronto, Canada designed to focus on strategic sports entertainment partner selection in China and expansion-related resourcing

The Company's CFO and Secretary, Alexander Helmel resigned his position and the Company's Board has appointed Mr. Christopher Hollinger as CFO and Secretary to fill the vacancy created. (See news release dated December 17, 2018.) Mr. Hollinger's firm, Blackwell Hollinger LLC, has also been engaged to provide interim CFO and strategic services for a period of six months, renewable by mututal consent.

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.

None.

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

None.

The Issuer in its normal 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.

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

Securities Issued:

The following securities of the Company were issued during the month of December, 2018.

Security	Number Issued	Details of Issuance	Use of Proceeds
Stock Options	700,000	100,000 options at $0.10 with a 5 year term 600,000 options at $0.125 with a 5 year term	N/A
Common Shares	3,635,000	3,635,000 warrants exercised at $0,10 per c/s	General working capital fund
Warrants	NIL	N/A	N/A

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

None.

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

Mr. Alexander Helmel resigned as CFO and Secretary and Mr. Christopher Hollinger was appointed to fill the vacancy created.

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

The increasing demand for live-streamed content is playing a significant role in the growth of sports apps. But rather than compete for dollars, it's about competing for user's time. Engagement is the currency, and mobile presents an unparalleled opportunity to gain granular insights into consumer preferences and engagement habits, something traditional media has yet to achieve.

FANDOM Sports is establishing routes to take advantage of strong growth of mobile gaming and mobile games. The worldwide gaming market is forecast to rise to $137.9 billion in 2018, according to Newzoo.

Worldwide gaming is forecasted to rise to US $144.31 billion by 2018. In 2015, the online gaming market had a volume of US $37.91 billion, and this figure was forecasted to increase to US $59.79 billion in 2020. In 2015, the online gaming gross win accounted for 10 percent of the total gaming gross win, and this was forecasted to increase to 14 percent in 2020.

Within this space, the FANDOM SPORTS App is the ultimate destination for die-hard sports fans to dive deeper. The app provides engaging and authentic real-time interactive content aimed right at the company's targeted age demographic of 18-34. The FanFights on the app create a platform in which intense sports fans can engage other users, unleashing raw opinions, predictions and debates that you don't want your mom to see on Facebook. Application use is further driven when sports lovers can keep up with their favourite teams and players, vent, gloat, invite friends to Pick A Fight and play to win virtual currency and experience points status.

Detailed description of the business plan of the Issuer is included in the initial Form 2a Listing Statement approved by the CSE and which can be found on Sedar.com and the Issuer's profile on the CSE.

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 CNSX 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 CNSX Requirements (as defined in CNSX Policy 1).

4. All of the information in this Form 7 Monthly Progress Report is true.

Dated January 4, 2019

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 December, 2018	Date of Report YY/MM/D 2019/01/04
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Contact Name Henri Holm	Contact Position CEO	Contact Telephone No. (416) 453-2999
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