

FORM 7

MONTHLY PROGRESS REPORT

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

Trading Symbol: FDM

Number of Outstanding Listed Securities 136,715,836

Date June 6, 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.

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.

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

Following are the news releases issued for the month of May, 2018.

(A) FANDOM SPORTS Provides Corporate Update

Vancouver, British Columbia – May 7, 2018, FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company") is pleased to provide a corporate update detailing its recently accomplished internal milestones and current growth initiatives.

Financing & Investor Communication:

Within seven days of the original public announcement of a private placement financing in January 2018, the Company closed an over-subscribed funding round of approximately \$3.3MM. This has enabled the Company to establish a prudently measured burn-rate, which provides a sufficient time horizon “runway” to continue execution of its long-term corporate strategy.

FANDOM SPORTS retained the services of corporate communication industry leader, NetworkNewsWire (NNW). NNW is a trend-setting team of proven audience builders who use both traditional and digital platforms for the goal of brand awareness.

Brand Transformation:

The Company underwent a dramatic “brand refresh” which included the seismic shift to a product-centric website, redesigned logos, enhanced marketing collateral and definitive FanFight content tone. These elements all served as an architectural starting point for the new, on-brand Android version product release.

Android Product Launch & Feature Roadmap:

After ahead-of-schedule internal testing (ALPHA) for the core Android product, FANDOM SPORTS initiated BETA and friendly user testing (FUT) programs. The crowd-sourced feedback served as critical input for the base model version release of the Company’s first Android product on April 15, 2018.

An interactive video engagement tool “MOVI” was tested in BETA and is to be integrated into the commercial product. This feature allows for longer engagement time periods and advertising sponsor focused video segment opportunities.

Content Strategy:

The Company announced the inclusion of 2-time Super Bowl Champion, Byron Chamberlain to both the Advisory group and content team. Byron is a frequent guest on the FANDOM SPORTS LIVE DASH Radio show and provides regular FanFights through his signature #intheChamber segment.

With back-end sports indexing currently under way, FANDOM FIFA WORLD CUP content will be launched as the first FANDOM SPORTS “scalable global content” initiative.

Similar global content distribution programs that cater to different types of users and levels of creativity will be sequentially rolled out. Providing a distribution strategy that offers various ways to add content and engage in FanFights from simple text / link based to more advanced video posts, allows for innovative content types to be added over time.

User Acquisition:

With the recent release of the commercial Android product, FANDOM SPORTS is currently positioned to execute on multiple user acquisition strategies.

On-ground, guerilla street marketing campaigns are planned and scheduled to be executed in Chicago and Boston during the U.S. Memorial Day weekend.

Various digital user acquisition initiatives are set to commence over the next 60 days. These services and techniques include cutting-edge tactics for brand introduction, app download / revisit, content engagement and FanCoin accumulation.

Technology Choices:

Prior to any build-out of additional features and functionalities for the core, (though base level) Android version of the FANDOM SPORTS App, the Company’s priority remains (As per the January 23, 2018 press release) the placement of the FanCoin app economy on a Blockchain technology platform. The use of such an innovative, securitized solution mitigates the operational risks associated with FanFight manipulation or tampering as it pertains to the gamification elements and micro-betting features for

upcoming product releases. The integrity of the debate resolution system and the FANDOM SPORTS FanCoin-awarded ecosystem is critical for trust as well as transparency between all parties.

The Company secured an expansive technology supplier partnership with US Government services provider HHS Tech Group. This arrangement allows for both Blockchain architecture design and implementation in addition to being the back-end platform developer who will execute on features and functionalities of the app for deployment of the upgraded, simultaneous v2 releases for both Android and iOS apps.

In conjunction with the Company's unique "Smart Contract" Blockchain architecture design, FANDOM SPORTS was selected by IBM into their "Blockchain Digital Mentorship Program".

The v2 FANDOM SPORTS App:

The v2 Android and iOS products will represent the envisioned "on-brand consumer journey" for users, advertisers, potential FanCoin redemption program affiliates and industry synergy partners.

Through the support of micro-betting and additional gamification features, FanFights occurring within the v2 products will focus content creation on matches and games with an emphasis on real-life, absolute resolutions. While "Pick A Fight" and "Talk Trash" pertains to timely sports related topics, the functionality will provide a mechanism where clear sides can polarize the discussion and fuel the FanFight wagering.

About FANDOM SPORTS:

"Pick A Fight. Talk Trash. Get Rewarded."

FANDOM SPORTS Media is an entertainment company that aggregates, curates and produces unique fan-focused content.

The FANDOM SPORTS App is the Company's core product, which is the ultimate destination for unfiltered raw sports talk. The app allows passionate sports fans to unleash their primal sports passions, pick fights and earn rewards.

Download the app and bring your crew. Talking trash is better with friends. The more you invite, the more in-app virtual currency FANCOINS you can earn.

(B) FANDOM SPORTS Salutes U.S. Supreme Court

Vancouver, British Columbia – May 15, 2018, FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company") wishes to applaud the U.S. Supreme court for definitely getting one right, as they found the Professional and Amateur Sports Protection Act of 1992 unconstitutional. By setting an important precedent for States to now decide whether they want to regulate and legalize sports related gambling, fans will now have a giant obstacle to their ultimate engagement removed.

With timing for the ban lifting of state-sanctioned sports betting, aligning strongly with traction from the leagues for such a move, FANDOM SPORTS is well positioned to offer innovative, interactive sports entertainment solutions while helping safeguard the integrity of these sports during the early, fragile onset of the new legal environment. The offering of micro-betting transactions through the use of a self-contained ecosystem's virtual currency (FANCOINS) allows for a natural progression into the transitioning of an emerging sports betting mobile atmosphere. Upon placing its FANCOIN app economy on a Blockchain secured platform, the Company intends to roll-out their sports micro-betting functionality (as per May 7, 2018 press release) which will elevate FanFights to the next level.

(C) FANDOM SPORTS Kicks-off Digital User Acquisition Initiatives

Vancouver, British Columbia – May 17, 2018, FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”) announces that they have retained the services of an industry leading mobile app marketing and strategy firm. The primary purpose of the initial digital campaigns are to increase growth & discovery, drive engagement, refine potential revenue opportunities and better position the FANDOM SPORTS App for the successful roll-out of its v2 product, scheduled for release in early Q-4 2018.

These early initiatives will focus on the core, “on-brand” v1 Android version (launched April 15, 2018) in order to identify relevant distribution channels and deliver the fan-centric product to a targeted user-base. Valuable insights for the app’s demographic behavior and appetite will culminate into a comprehensive marketing strategy and future product roadmap.

With the winding down of the Company’s first viral marketing campaign, FANDOM SPORTS has elected to “hibernate” its first iteration iOS (iPhone) product. The “off-brand” product was taken offline from the Apple Store on May 14th in conjunction with the current digital user acquisition initiative in order to ensure that only the primary brand, which is reflected in the current Android, will be out in the marketplace. The iOS version will only be accessible to existing users who downloaded it prior to May 14th.

Additionally, the Company has created a secondary Twitter social media account to be used for corporate and industry related matters. All press releases and company news can be found at the Twitter handle @FandomSportsCo. The primary Twitter account for FANDOM SPORTS’ brand, product, app and content material can still be found when searching @FandomSportsApp.

About FANDOM SPORTS:

“Pick A Fight. Talk Trash. Get Rewarded.”

FANDOM SPORTS Media is an entertainment company that aggregates, curates and produces unique fan-focused content.

The FANDOM SPORTS App is the Company’s core product, which is the ultimate destination for unfiltered raw sports talk. The app allows passionate sports fans to unleash their primal sports passions, pick fights and earn rewards.

Download the app and bring your crew. Talking trash is better with friends. The more you invite, the more in-app virtual currency FANCOINS you can earn.

(D) Application Development Commences for FANDOM SPORTS Micro-Betting Mobile App Product

Vancouver, British Columbia – May 24, 2018, FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”) is pleased to announce that the design work for the micro-betting and gamification focused product, with an innovative user interface has begun. In leveraging an experienced product development group to blueprint the peer-to-peer, wager-themed product, FANDOM SPORTS has put a team in place, which has spearheaded the creative direction for highly touted projects such as the NBA International, NASCAR, The Sporting News and Flywheel Sports mobile apps.

In conjunction with the peer-to-peer micro-betting user experience, the architectural visualization for the upcoming product release will be centralized around a globally recognizable brand strategy. The Company has completed comprehensive trademark applications within North America, Europe and core Asian markets. With international branding protections being implemented, regulatory changes within the U.S.

sports betting market, along with (as per January 23, 2018 press release) technology choice options which can allow for the transition of internal virtual currency (FANCOINS), into an external currency for international exchange within various geographical regions, FANDOM SPORTS is poised to capitalize on a digitally driven, fan-centric dynamic landscape.

“Although you can expect lots of political fighting about implementation”, states Dan Etna, who co-chairs the sports law practice at Herrick, Feinstein LLP, a firm with offices in New York & New Jersey, “The APP is really where it’s at”.

About FANDOM SPORTS:

“Pick A Fight. Talk Trash. Get Rewarded.”

FANDOM SPORTS Media is an entertainment company that aggregates, curates and produces unique fan-focused content.

The FANDOM SPORTS App is the Company’s core product, which is the ultimate destination for unfiltered raw sports talk. The app allows passionate sports fans to unleash their primal sports passions, pick fights and earn rewards.

Download the app and bring your crew. Talking trash is better with friends. The more you invite, the more in-app virtual currency FANCOINS you can earn.

(E) FANDOM SPORTS Engages Entrepreneurial Finance Professional For Key Advisory Position

Vancouver, British Columbia – May 30, 2018, FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”) is pleased to announce the addition of Vikas Ranjan to its team of advisors. Mr. Ranjan is an entrepreneurial-minded management professional with an MBA from McGill University. Vikas currently serves as President, is a co-founder and sits on the Board of Directors for Gravitas Financial Inc., a Toronto-based investment holding and merchant banking firm.

Before co-founding Gravitas Financial, he was the Co-founder of Ubika Research, an investment research and capital market services firm. He was also the Co-founder of SmallCapPower.com, a leading online portal for small cap investments. His previous experience includes various management positions with companies such as TAL Global Asset Management and the Bank of Montreal.

Vikas has over 22 years of experience in diverse areas of finance, capital markets, investments, entrepreneurship and management consulting. He is well versed with financial markets, having analyzed and invested in numerous companies from within diverse industries, sectors and markets. His global expertise ranges internationally, encompassing emerging economy know-how relevant to FANDOM SPORTS, such as the Indian landscape.

“I am very pleased to join the advisory board of FANDOM SPORTS. The landscape for mobile-first, digital content platforms, focused on avid sports fans, is very promising. This company is at the forefront of building cutting edge mobile and digital solutions to enable fan engagement. It stands to benefit immensely from the recent favourable legal changes in the U.S.A., one of the largest markets for digital sports content and micro sports betting. The Company has assembled a marquee team led by a seasoned industry professional, Henri Holm. This is potentially a great inflection point for this industry in general and FANDOM SPORTS is well poised to take advantage of the opportunity”, commented Mr. Ranjan.

In conjunction with this appointment, the Company has granted an aggregate of 1,000,000 incentive share purchase options of the Company to various consultants of FANDOM SPORTS exercisable \$0.125 for a period of five (5) years.

Additionally, the Company would like to thank Adrian Crook for his tenure on the Board of Directors. As of June 1, 2018 Mr. Crook will no longer be able to remain on the Board due to potential product conflicts. FANDOM SPORTS would like to acknowledge his pivotal role in the initial phases of the Company's development.

About FANDOM SPORTS:

"Pick A Fight. Talk Trash. Get Rewarded."

FANDOM SPORTS Media is an entertainment company that aggregates, curates and produces unique fan-focused content.

The FANDOM SPORTS App is the Company's core product, which is the ultimate destination for unfiltered raw sports talk. The app allows passionate sports fans to unleash their primal sports passions, pick fights and earn rewards.

Download the app and bring your crew. Talking trash is better with friends. The more you invite, the more in-app virtual currency FANCOINS you can earn.

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

The Company is continuing to build on its strategy and is making progress developing its business plan. FANDOM SPORTS is on schedule to release the Android BETA version, based on the previously launched argument engine by the end of Q-1 2018. In tandem with the BETA release, a sample-size group will be vetted and selected for user testing. Details pertaining to the FANDOM SPORTS app's internally restricted testing for the Android ALPHA version, along with the particulars for a smaller sized "friendly user-testing program" (FUT) group will be announced imminently.

The FANDOM SPORTS live Radio show airs every Thursday at 8:00 am (PST) on Dashradio.com. The taped broadcasts are available to download on Soundcloud.

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.

The Company is continuing to improve the argument engine of the FANDOM SPORTS App and has initiated development of the application for the Android platform expected to launch in Q1 2018.

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.

N/A

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 May 2018, the Company signed short term Arms Length Licensing and/or Services contracts with certain art and app design services providers as well as App management & testing providers. These contracts are short term and may be renewed by mutual consent.

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.

None.

6. 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

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

None

8. 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.

Android holds approximately 85% of the market share. As the Company is moving into development of a wider reaching Android platform, while concurrently fine-tuning and polishing the existing argument engine, this opportunity opens up previously unattainable key demographics for FANDOM SPORTS Media Corp.

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

None.

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

None.

11. 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.

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

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.

During the month, the Company paid \$250,000 to the CEO representing the first bonus payment pursuant to the contract.

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

Securities Issued:

During the month of June, 2018 the Company issued 4,342,500 common shares pursuant to the exercise of 4,342,500 warrants at \$0.10 per share for proceeds of \$434,250. In addition, the Company granted an aggregate of 1,000,000 stock options at \$0.125 with a term of five years to two consultants. (see table below)

Security	Number Issued	Details of Issuance	Use of Proceeds
Stock Options	1,000,000	May 24, 2018 granted to two consultants (500,000 each at \$0.125 with a term of 5 years)	N/A
Common Shares	4,342,500	Pursuant to exercise of warrants at \$0.10 per common share	General Working Capital
Warrants	NIL	N/A	N/A

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

None.

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

None.

16. Discuss 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. Usage is the new currency, and mobile presents an unparalleled opportunity to gain granular insights into consumer preferences and viewing habits, something traditional media has yet to achieve.

Detailed description of the business plan of the Issuer is included in the 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 June 6, 2018

Henri Holm
Name of Director or Senior Officer

/s/ Henri Holm
Signature

President & CEO
Official Capacity

Issuer Details Name of Issuer FANDOM SPORTS MEDIA CORP.	For Month End May 2018	Date of Report YY/MM/D 2018/06/06
Issuer Address #830 – 1100 Melville Street		
City/Province/Postal Code Vancouver, BC, V6E 4A6	Issuer Fax No. (604) 395-7068	Issuer Telephone No. (604) 341-6870
Contact Name Allen Ezer	Contact Position COO and Director	Contact Telephone No. (416) 453-7798
Contact Email Address allen@fandomsports.net info@fandomsports.net	Web Site Address www.fandomsports.net	

FORM 7 – MONTHLY PROGRESS REPORT

Fandom Sports Media Corp. – MAY 2018