

## FORM 7

### MONTHLY PROGRESS REPORT

Name of Listed 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: March 5, 2019

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.

##### 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 February 2019.

A. REVOLUTIONARY fandomplatform RECEIVES A BOOSTER FROM IBM Think 2019

Vancouver, British Columbia – February 08, 2019 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”).

On Tuesday, February 12th, FANDOM SPORTS will participate in the IBM Flagship Technology Conference think 2019 as an invited guest aiming to further strengthen the fandomplatform with IBM services and technology offerings. A wide range of off-the-shelf options are available to be included into the platform’s Architecture to support the global sports application launch. IBM offers a wide range of suitable services under their Watson portfolio to be considered as part of the business ecosystem. This is a continuation of a very successful relationship with IBM and their service portfolio.

The fandomplatform was put into production, as scheduled, on November 30, 2018. The fandomplatform development work under the Service and Delivery Agreement with technology provider HHS Technology Group finished on

December 14, 2018, reference to the January 2019 CSE Monthly Report FORM 7.

All open IP related matters are to be handled by FANDOM SPORTS law firms to protect FANDOM SPORTS Intellectual Property and trade secrets. The focus of FANDOM SPORTS Management continues to be the Go To Market plan and its execution, new business partnerships and the Q2 global sports application launch.

The global sports application is launching in Q2 2019, as scheduled.

About FANDOM SPORTS:

“Play. Predict. Get Rewarded.”

FANDOM SPORTS is an entertainment and gaming technology 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 sport 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 the action.

For more information, visit the company’s website at [www.FandomSports.net](http://www.FandomSports.net)

For additional Information:

Investor Relations Email: [info@fandomsports.net](mailto:info@fandomsports.net) Tel: +1 (647) 236-4895

Or

Sales & Partnerships Email: support@fandomsports.net

B. FANDOM SPORTS OY signs on Tech Partner at think 2019

Vancouver, British Columbia – February 14, 2019 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”).

On Thursday, February 14th, FANDOM SPORTS OY, the wholly-owned subsidiary of FANDOM SPORTS, signed an agreement with platform and application development company Deqode. The India-based blockchain developers will build new features and augment the functionality of the fandomplatform to support a monetization model for the FANDOM SPORTS apps.

The trademarked FANCOINTM and FANDOM Wallet in combination with the Blockchain-based fandomplatform advertising model enables a player economy where players earn play currency while advertisers build a direct relationship with the consumer.

“We are thrilled to be part of the FANDOM SPORTS evolving sports and gaming technology rollout. Our company created the original proof-of-concept for the IBM Blockchain solution in December 2017. We look forward to bringing the fandomplatform to the next level through our renewed partnership.” says Ankur Maheshwari, CEO of Deqode.

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C. FANDOM SPORTS Strengthens Its Global Trademark Portfolio To Cover The Brand and Technology Assets

Vancouver, British Columbia – February 21, 2019 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”)

FANDOM SPORTS has further strengthened its global trademark portfolio to cover the brand and the technology assets of the company. The revolutionary fandomplatform is servicing sports super fans under the registered trademark Pick A Fight, which also serves as the Company's tagline. The FANDOM SPORTS intellectual property is built under one umbrella brand to support global operations and the live sports app scheduled for launch in Q2.

According to a recent NCBS article: When a name or a brand develops a reputation and is associated with quality goods or services, a trademark assumes importance. The trademark indicates to the public that there is a connection between the goods or services and the proprietor of the trademark. It acts as an indicator of quality and can help create an image for the business.

If it is used without authorization, an action for infringement of the registered trademark can be filed, with serious consequences to the infringer. It is an extremely valuable form of intellectual property and is commonly used by companies, businesses, institutions and others across the world.

Registered trademarks for the FANDOM SPORTS brand logo and FANCOIN have been obtained across main global markets. Trademarks support the main monetization method through a Blockchain secured play currency built on IBM core technologies, offering a service to the sports super fans to PLAY, PREDICT and GET REWARDED.

The Blockchain-based advertising model enables a player economy where players earn virtual currency while advertisers build a direct relationship with the consumer.

The registered trademarks cover the key global markets of China, Japan, Korea, Taiwan, India, United Kingdom and Germany. United States and Canada trademarks were filed in Q1 2018.

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The FANDOM SPORTS app encourages users to unleash their primal sports passion by allowing fans to play, predict and get rewarded on real-time sport 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 the action.

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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.

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 Deqode, 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 fan. Instead, their interests could be in eSports and sports leagues native to their country.

With these features, the 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’ live sports metadata provider is Sportradar.

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.

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The app’s FanFights feature allows sports fans to engage other users and unleash their opinions, predictions and settle the score. 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 in-app 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.

None

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 February 2019, 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.

The current Corporate Secretary contract finishes for the 2018 term as of March 5, 2019. The Corporate Secretarial services for fiscal year 2019 are contracted through DSA Corporate Services Inc.

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 currency FANCOIN. The registered trademarks cover the key global markets of China, Japan, Korea, Taiwan, India, United Kingdom and Germany. United States and Canada trademarks were filed in Q1 2018. Trademarked countries cover a strategic approach between our North American and Asia 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.

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 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.

The following securities of the Company were issued during the month of February, 2019

Security	Number Issued	Details of Issuance	Use of Proceeds <sup>(1)</sup>
Stock Options	675,000	100,000 options at \$0.10 with a 5 year term 175,000 options at \$0.10 with a 5 year term	N/A

		400,000 options at \$0.10 with a 5 year term	
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(1) State aggregate proceeds and intended allocation of proceeds.

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

None.

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

None.

17. 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. 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. 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 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 5, 2019

Henri Holm  
Name of Director or Senior Officer

/s/ Henri Holm

Signature

CEO

Official Capacity

Issuer Details	For Month End	Date of Report
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Name of Issuer  FANDOM SPORTS MEDIA CORP.	February 28, 2019	YY/MM/D  2019/03/01
Issuer Address  #830 – 1100 Melville Street		
City/Province/Postal Code  Vancouver, BC, V6E 4A6	Issuer Fax No.  (604) 395-7068	Issuer Telephone No.  (917) 561-1628
Contact Name  Henri Holm	Contact Position  CEO	Contact Telephone No.  (416) 453-2999
Contact Email Address  <a href="mailto:info@fandomsports.net">info@fandomsports.net</a>	Web Site Address  <a href="http://www.fandomsports.net">www.fandomsports.net</a>	