

FORM 7

MONTHLY PROGRESS REPORT

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

Trading Symbol: FDM, FDMSF, TQ42

Number of Outstanding Listed Securities: 145,543,336

Date: July 2, 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 allow 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 June 2019.

- A. FANDOM SPORTS Partners with SeatGIANT to Strengthen Brand Marketing Strategy and User Experience Strategic Partnership Will Enable App Users to Purchase Discounted Tickets to Sporting Events Vancouver, British Columbia (June 12, 2019) – FANDOM SPORTS Media (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42), a beta-launched, first-of-its-kind entertainment platform for sports fans, announced today that it has teamed up with, SeatGIANT Inc., a ticket sales and distribution company servicing North America. Through this partnership, FANDOM SPORTS App users will be granted access to purchase discounted tickets to their favorite sports teams’ games by entering their exclusive fan code “FDMSF.” The code is only valid through the App. This strategic partnership will fuel FANDOM SPORTS’ continued growth as a leading entertainment platform for sports fans to connect with other aficionados, “talk trash” about their favorite teams and get rewarded. “SeatGIANT Inc. brings the right approach and perspective to our business at an important juncture in our growth,” said Henri Holm, CEO of FANDOM SPORTS. “I could not be more excited to work with the SeatGIANT team to take this business to a new level.” FANDOM SPORTS’ 2019 goal remains focused on building an unmatched, overall brand experience to its users, day-after-day. With that in mind, the company is determined to cultivate a genuine, trusting and positive relationship with its users – in and outside of sporting arenas across North America. “Those in the industry have been watching and admiring FANDOM SPORTS for a long time now as they have built a great reputation for innovation and relentless customer focus, catering to sports fans,” said Josh Matlow, Director of Operations North America at SeatGIANT Inc. “We’re excited to partner with the FANDOM SPORTS team on the next phase of their growth.”

To learn more about FANDOM SPORTS and the upcoming app launch, visit: www.fandomsports.net to learn more about SeatGIANT visit, <https://www.seatgiant.com> for U.S. or SeatGIANT.ca, for Canada.

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 allows 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 two global apps with one FANCOIN economy for super fans 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

For additional Information:

Investor Relations
Email: info@fandomsports.net

Tel: +1 (647) 236-4895

Or

Sales & Partnerships
Email: support@fandomsports.net

B. After Successful Beta Launch Period FANDOM SPORTS Unleashes Exciting Opportunity for Investors to Team Up on Sport Application Technology

Beta Test Allowed Developers to Gain Valuable Insights to Evolve Technology Resulting in a New Opportunity for Investors

VANCOUVER, BC / ACCESSWIRE / June 24, 2019 / FANDOM SPORTS Media (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) is pleased to announce the company's three-week, private beta session to test its first-of-its-kind entertainment platform for sports fans, the FANDOM SPORTS App, was a resounding success. As a result, in effort to finalize the sport application technology, FANDOM SPORTS is seeking qualified investors to raise \$150,000, which will contribute to the final development of the app.

The FANDOM SPORTS app is a social entertainment platform dedicated to sports fans of every vertical that will change the way fans interact. The app will alter the social sports landscape by pulling sports passions together into a single social umbrella, providing a community for sports fans to engage with each other and earn real-world rewards.

"We've been beta testing the FANDOM SPORTS App internally for a few weeks, and we are nearing the time to share it with our community," said Henri Holm, CEO of FANDOM SPORTS. "Our goal with these beta users is largely to test and perfect the accuracy of our assumptions, projections and algorithms at scale, before we make the App live. We're setting out to make sure we build the tools necessary to make the FANDOM SPORTS App better and more suited to its users in this digital age. We look forward to the always-valuable feedback from these users and we are excited to bring additional investors on board."

Since the initial beta launch, the trial period has been widely successful, generating over 390,000 XP points, 153,000 FANCOINS® earned and over 5,000 Mystery Boxes opened to make thousands of predictions during the NHL and NBA Finals and MLB games from just 300 beta testers. All engagement levels are significantly higher than predicted. The platform's beta has provided valuable insights that will strengthen its offerings when the platform launches to the public, during the 2019 NFL Season.

From the results of the beta test, FANDOM SPORTS intends to complete a non-brokered private placement financing 2.5 million units at a price of \$0.06 per unit, for total gross proceeds of up to \$150,000. Each unit consists of one common share and one full common share purchase warrant. Each warrant will be exercisable into a common share at an exercise price of \$0.10 per common share, for a period of two

years, from the date of issuance. This private placement financing will be completed on Thursday July 11, 2019.

The use of proceeds will be used for the completion of the live sports application development and technology integrations for commercial launch. The FANDOM SPORTS app will be available in the Apple App Store and Google Play Store during NFL Season 2019 - and will revolutionize the world of sports fandom.

For additional Information about the Private Placement, please contact. FANDOM SPORTS Investor Relations at info@fandomsports.net. To learn more about FANDOM SPORTS and the upcoming app launch, visit: www.fandomsports.net

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 allows 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 two global apps with one FANCOIN economy for super fans 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

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.

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 [Degode](#), 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.

THE CONTENT:

The FANDOM SPORTS app was released to both App Store and Google Play stores in Q2 as scheduled for commercial application to be published globally excluding two selected Asian markets, China and Korea will have country specific strategies.

The content is driven from real time data provided from Sportradar, one of FANDOM SPORTS' flagship partners. <https://www.sportradar.com/>

During the NBA and NHL playoffs, traffic on the app peaked before and during each game as users debated on game outcome while talking trash with each other.

From "Curry looking tired AF. The basketball looks like it weighs 30 lbs. He did all he could!" to "Super impressed with the towel boys. Such agility and grace when drying up the court. Hat tip to them!"

This real time user experience proved that our corporate motto: Pick A Fight. Talk Trash and Get Rewarded truly is an attractive way to engage the hard-core sports fan community. **#WETHENORTH**

The platform the app is built on is now ready for a global sports play. FANDOM SPORTS will start licensing the platform globally to sports leagues, teams and organizations, starting in China and in Finland, while the current North American app grows its user base within all 4 major North American sports.

FANDOM SPORTS is currently in conversations with a popular and fan centric NHL team to create a fan campaign around their super fans and the FANDOM SPORTS App when the NHL season kicks off in October.

Future partnership and licensing pitches are being prepared for Formula 1 for the 2020-2021 season as well as the 2022 World Cup in Qatar.

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' live sports metadata provider is the sportradar.com.

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.

Corporate Services consolidation was completed in June. External CFO Services contract with [Blackwell Hollinger Company](#) finished by June and the [Marrelli Group of Companies](#) took over the Q2 financial closing under their External CFO, Accounting and FSP services. The Corporate Secretary services are provided by the Marrelli Group Of Companies subsidiary DSA Corporate Services.

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 June 2019, the Company maintained its short-term Arms Length Licensing and/or Services contracts with the platform and the app development providers. These contracts are short term and may be renewed by mutual consent.

FANDOM SPORTS Oy continues to develop the new distributed micro-services platform and the related esports business applications as the sole owner of the intellectual property. FANDOM SPORTS Entertainment Platform is a distributed micro-services architecture using IBM Blockchain as a foundation to build applications for sports and esports fans. It

uses The Linux Foundation's Hyperledger Fabric to facilitate the App Economy powered by FANCOIN®. Technically a distributed microservice mesh, FANDOM leverages Google Cloud and Kubernetes Services that include intelligent scheduling, horizontal scaling, load balancing, automated rollouts and rollbacks, and secret and configuration management. The key idea behind choosing blockchain platform for FANDOM is that it enables frictionless global operations: Hyperledger chain-codes allow for executing transactions in a fraction of a second at a global scale. FANCOIN® transactions are placed on the distributed ledger, making them immutable and completely transparent to the public, ensuring pay-outs to the correct users interacting with the app ecosystem. Tracking this digital footprint using the distributed ledger also provides extremely valuable metadata generated by users' very recent behavior and sports passions.

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.

None

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.

Chinese Trademark Office has issued the certificates for FANDOM SPORTS logo mark, Pick A Fight tagline.

10. Report on any employee hiring, 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.

Security	Number Issued	Details of Issuance	Use of Proceeds ⁽¹⁾
None			

(1) State aggregate proceeds and intended allocation of proceeds.

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

Issued & Outstanding: 145,043,336

Reserved for Issuance: 39,269,466

Details of the reserved for issuance

As of June 30, 2019, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$0.15	0.23 years	4,100,000	September 21, 2019
\$0.20	0.55 years	22,548,466	January 16, 2020
\$0.20	0.61 years	1,666,000	February 8, 2020
\$0.19	0.51 years	28,314,466	

A summary of the Company's outstanding and exercisable stock options as at June 30, 2019 is as follows:

Weighted average	Remaining	Number of options	Expiry Dates
------------------	-----------	-------------------	--------------

exercise price	contractual life	outstanding	
\$0.10	1.34 years	350,000	November 1, 2020
\$0.10	2.02 years	1,000,000	July 5, 2021
\$0.19	2.93 years	1,950,000	June 5, 2022
\$0.17	3.09 years	500,000	August 1, 2022
\$0.345	3.55 years	525,000	January 17, 2023
\$0.30	3.57 years	125,000	January 22, 2023
\$0.125	3.90 years	1,000,000	May 23, 2023
\$0.09	4.02 years	755,000	July 5, 2023
\$0.095	4.07 years	1,375,000	July 26, 2023
\$0.095	4.15 years	250,000	August 23, 2023
		250,000	September 7, 2023
\$0.095	4.19 years		
\$0.115	4.27 years	1,500,000	October 5, 2023
		100,000	December 13, 2023
\$0.10	4.46 years		
		600,000	December 14, 2023
\$0.125	4.46 years		
\$0.10	4.65 years	675,000	February 21, 2024
\$0.14	3.59 years	10,955,000	

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 July 2, 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 June 30, 2019	Date of Report YYYY/MM/DD 2019/07/02
Issuer Address 3250 Bloor Street West, East Tower, Suite 600		
City/Province/Postal Code Toronto, Ontario, M8X 2X9	Issuer Fax No. N/A, email instead (info@fandomsports.net)	IR Telephone No. +1 647 236 4895
Contact Name Henri Holm	Contact Position CEO	Contact Telephone No. +358-45-787-7988
Contact Email Address info@fandomsports.net	Web Site Address www.fandomsports.net	