

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: June 4, 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 May 2019.

- A. FANDOM SPORTS Oy Selected to Compete in Exclusive Esports Challenge by Finland's Only National Betting Agency

Veikkaus Selects FANDOM SPORTS Oy as One of Elite Gaming Operators to Compete in Week-Long Challenge

VANCOUVER, BC / ACCESSWIRE / May 3, 2019 / FANDOM SPORTS, (FDM, FDMSF, TQ-42) the sports entertainment company that aggregates, curates and produces unique fan-focused content, is pleased to announce that it has been selected as one the companies to compete in an innovation challenge by Veikkaus, Finland's only sports betting organization.

As Finland's national gaming firm, Veikkaus launched 'Esports Innovation Challenge' where hundreds of companies across the globe enter to compete for the grand-prize. Out of hundreds of applicants and interviews, only a few companies are selected to compete. Selected participants receive Veikkaus' guidance, expert advice and learn unmatched business strategies. Most importantly, they'll receive the opportunity to collaborate with the brand and a chance to continue collaboration after the challenge. Veikkaus will invest 30,000 € in piloting the selected winning concept(s).

"This challenge is one of impact, innovation, growth and leadership, which parallels the brand we've built and the product we created for the users of our soon-to-be-launched sports social platform, FANDOM SPORTS," said Henri Holm, CEO and Director of FANDOM SPORTS. "As the 'new kid on the block,' it's incredible that we're already being recognized as a company that will participate in revolutionizing the everchanging Esports landscape."

With FANDOM SPORTS being one of the companies selected to participate in the final round of the challenge, FANDOM SPORTS' executive team will be heading overseas, to Veikkaus' Headquarters in Helsinki, Finland on May 20 - 24, 2019.

Veikkaus have proven their strategies to be successful, thereby leading to increased growth, revenue and reputation. Now is the time to look into the Esports growth. During the week-long challenge, the winning startups will work with the company's key players to further develop their gaming platform in an attempt to taking home the grand prize. The official winner(s) will be announced on Friday, May 24th.

To learn more about FANDOM ESPORTS visit: <https://esports.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 superfans 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 additional Information on Investor Relations, please contact info@fandomsports.net, (647) 236 or contact FANDOM SPORTS

About Veikkaus

Veikkaus Oy is the [Finnish](#) government-owned betting agency which holds a monopoly in the country.

B. FANDOM SPORTS Reveals First Esports Character for Highly-Anticipated Platform Launch

Ultimate Mobile Sports and Esports Platform Introduces Mystery Persona for Expected Users

Vancouver, British Columbia – May 7, 2019, In preparation for the upcoming launch of their highly-anticipated sports social media engagement platform, FANDOM SPORTS, (FDM, FDMSF, TQ-42) is pleased to reveal, Justice, the Platform's first esports character.

In partnership with Piñata, a leading, global animation production house, FANDOM SPORTS created the female graffiti artist, Justice, who has made a reputation for herself for leaving the battlefield looking better than when she entered it. She lives in the moment and does not stress about tomorrow. Together, FANDOM SPORTS and Piñata, designed Justice to stand out to future users of their soon-to-be-launched esports app, wearing vibrant colors that match her colorful imagination.

"Piñata is a fantastic partner for the FANDOM SPORTS esports app and we're looking forward to developing all of our characters with them," said Henri Holm, CEO and Director of FANDOM SPORTS. "We know future users will enjoy learning and connecting with Justice's persona in addition to using her throughout their game experiences with other users. We can't wait to get started as soon as we officially release of our upcoming app."

As remaining character personas are still being developed, Piñata will play a critical role in creating the esports app's exclusive characters through their contracted partnership. FANDOM SPORTS plans to introduce a total of four esports characters to its users.

"We're extremely pleased to be partnering with FANDOM SPORTS, the leading social media platform for sports and sports fans," said Miia Länsimäki, Producer of Piñata. "This gives us the opportunity to be part of a highly-anticipated esports app launch and allows us to bring new levels of authenticity and realism to users in the interest of immersing themselves in the drama and emotion of the game through the characters we create. We look forward to rolling out future characters that will engage with sports fans in a variety of innovative and exciting ways."

When it comes to developing animated characters, the goal is to create personas that stick with those who are playing or battling. It's important to have personas resonate with game users but its critical to design something that has decades-worth of longevity. With that in mind, FANDOM SPORTS and Piñata understand a character's general nature and back story, should be built upon their authenticity and incorporate key visual elements to truly capture the essence of each character.

To learn more about FANDOM Sports and the upcoming Live Sports App & Platform 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

-
- C. FANDOM SPORTS To Kick Off Superfan Engagement at Finland's First Esports Mega-Tournament, Arctic Invitational

Arctic Invitational will be held on September 14th bringing together the most accomplished esports players from Finland and around the world

Vancouver, British Columbia – May 14, 2019 – FANDOM SPORTS (FDM, FDMSF, TQ-42) is pleased to announce the company will create a first-of-its-kind, esports superfan engagement campaign as part of Finland's first mega esports event, [Arctic Invitational](#), which will be held September 14th at the Hartwall Arena, in Helsinki, Finland.

The Arctic Invitational, hosted by [Elisa Viihde](#) and [Starsquad Event](#), is the highlight of the Finnish esports calendar, bringing together some of the most accomplished Counter-Strike: Global Offensive (CS:GO) players from Finland and around the world. Three successful international teams are invited to compete in the finals. The team to fill the fourth spot will be decided in a qualifying round. Qualifiers are held at Finnish gaming events throughout the course of the year, such as [LanTrek](#) and [Vectorama](#).

FANDOM ESPORTS is also partnering with Twitch partner and personality, [Anniina](#), to give her followers a chance to win the FANDOM ESPORTS IRL experience at the Arctic Invitational, where they will receive VIP treatment and endless bragging rights. Those who are interested in participating can do so by completing the below:

Step 1: Purchase tickets to the Arctic Invitational through this exclusive link:
https://www.ticketmaster.fi/event/arctic-invitational-lippuja/251849?camefrom=ext_fandom_oma_ai_030419

Step 2: Players can double their chances to win by following [Anniina on Twitch](#) and sending her a message with the hashtag #ArcticFandom

[FANDOM SPORTS](#), a first-of-its kind social platform allowing users to ‘Play, Predict and Get Rewarded,’ will create a custom, superfan-centric campaign at the event where attending and spectating superfans’ commentary will be streamed via [Twitch channel](#). Through this campaign, superfans of attending teams, like [NRG](#), will be able to participate in the event and tout their feedback on a global stream.

“It’s an honor to participate in this much-needed event for esports in Finland,” said Henri Holm, CEO and Director of FANDOM SPORTS. “We are excited to connect superfans and attendees alike to express their esports fandom.”

To learn more about FANDOM SPORTS visit: www.fandomsports.net to learn more about Arctic Invitational, visit <https://arcticinvitational.fi/>.

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

D. FANDOM SPORTS APP LAUNCHES BETA TESTER MOVEMENT

Sports superfans invited to test first-of-its-kind social media platform

Vancouver, British Columbia – May 27, 2019, FANDOM SPORTS Media (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) (“FANDOM SPORTS” or the “Company”) is pleased to announce that the company’s FANDOM SPORTS App was released for BETA testing today, Monday May 27th, in North America.

An exclusive group of sports super fans will get a chance to *Pick A Fight, Talk Trash and Get Rewarded* in the next two weeks as part of the brute force friendly user testing of the mobile application. During the testing, there will be several updates to the app with optimization, added features and reported bug fixes. The FANDOM SPORTS App, is a first-of-its-kind social community for sports aficionados to connect and share their sports FANDOM. The app is powered by Blockchain, which enables a mobile in-app economy powered by FANCOIN®.

Interested iOS beta testers can participate by sending their Apple ID to info@fandomsports.net to be added to the authorized TestFlight beta testers group. Once, the Apple ID is received, users can activate the invite via TestFlight which can be downloaded from the Apple App Store. iOS Beta Build Link: <https://testflight.apple.com/join/SokO78eI>

Android users can simply click on the link below to download the test app from the Google Play Store: Android Beta Build Link :

<https://play.google.com/apps/testing/com.fandomsports.betaproductio>

To learn more about FANDOM SPORTS visit www.fandomsports.com.

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.

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 [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. 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.

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.

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 May 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.

FANDOM SPORTS Media Corp. has dissolved its non-operational subsidiary Fandom Sports Group Inc. to simplify legal entity structure and direct subsidiary ownership of FANDOM SPORTS Oy by the mother company FANDOM SPORTS Media. The 2018 booked intellectual property and developed assets remains at the balance sheet of the FANDOM SPORTS Media Corp.

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 Platform Starter Plan to serve 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 IBM 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.

IBM Blockchain Platform's Starter Plan has opened up multiple opportunities for FANDOM, including in-app economy, maximizing daily revenue with moment-based marketing on daily check-ins using blockchain, and in-app purchases verified on-chain. IBM Blockchain Platform has enabled FANDOM's applications to be operated in partnership with leading sports-themed brands, leagues and service providing companies within three verticals – live sports, fantasy, and esports – from around the world by supplying interactive sports entertainment from superfans to fans.

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.

Trademarks registered in **Korea** were issued by the Korean Trademark Office for FANDOM SPORTS logo mark, Pick A Fight tagline and technology trademark and FANCOIN.

Trademarks registered in **Japan** were issued by the Japan's Trademark Office for FANDOM SPORTS logo mark, Pick A Fight tagline and technology trademark and FANCOIN.

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.

During the month, the Company paid \$250,000 to the CEO representing the second bonus payment pursuant to the contract. The payment was immediately reinvested in the Company as per exercise of warrants as detailed below.

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 May 31, 2019, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$0.15	0.31 years	4,100,000	September 21, 2019
\$0.20	0.63 years	22,548,466	January 16, 2020
\$0.20	0.69 years	1,666,000	February 8, 2020
\$0.19	0.59 years	28,314,466	

A summary of the Company's outstanding and exercisable stock options as at May 31, 2019 is as follows:

Weighted average exercise price	Remaining contractual life	Number of options outstanding	Expiry Dates
\$0.10	1.42 years	350,000	November 1, 2020
\$0.10	2.10 years	1,000,000	July 5, 2021
\$0.19	3.02 years	1,950,000	June 5, 2022
\$0.17	3.17 years	500,000	August 1, 2022
\$0.345	3.64 years	525,000	January 17, 2023
\$0.30	3.65 years	125,000	January 22, 2023
\$0.125	3.98 years	1,000,000	May 23, 2023
\$0.09	4.10 years	755,000	July 5, 2023
\$0.095	4.16 years	1,375,000	July 26, 2023
\$0.095	4.23 years	250,000	August 23, 2023
\$0.095	4.27 years	250,000	September 7, 2023
\$0.115	4.34 years	1,500,000	October 5, 2023
\$0.10	4.54 years	100,000	December 13, 2023
\$0.125	4.54 years	600,000	December 14, 2023
\$0.10	4.82 years	675,000	February 21, 2024
\$0.14	3.67 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 June 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 May 31, 2019	Date of Report YY/MM/DD 2019/06/04
Issuer Address 3250 Bloor Street West, East Tower, Suite 600		
City/Province/Postal Code Toronto, Ontario, M8X 2X9	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 info@fandomsports.net	Web Site Address www.fandomsports.net	