

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, TQ43

Number of Outstanding Listed Securities: **49,834,283 (February 28, 2021)**

Date: **March 3, 2021 (for the month ended February 28, 2021)**

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.

Fandom Sports Media Corp. is a live sports and Esports entertainment company that aggregates, curates, and produces fan-focused content. Fandom is deploying a web application which instantly operates on Android and iOS mobile devices focused on Fan Engagement and iGaming. The Company owns exclusive global rights on a highly effective predictive analytics technology for the gaming industry which has been commercially successful for various other sectors. The technology runs on a privately secure cloud with

multilingual support and is being leveraged for a global launch of Fandom's regulated betting/iGaming and unregulated Esports prediction fan engagement models. Fandom supplies interactive Esports entertainment to Super Fans through purpose-built data interaction.

Fandom Sports Technology

Fandom Esports is a module-based architecture using a proprietary technology platform. According to the target users and/or market requirements the platform is able to generate a customizable mobile enabled application. Since the platform consists of multiple modules, it is capable to include only the particular functionalities required by a very specific target audience, such as different authentication partners, different payment gateways, games, news feeds, etc. Even more, the platform is able to spin off the custom applications for specific events, competition organizers, channel partners, etc. The customer's privacy and security is a paramount concern of our operations, therefore the Fandom Platform exists in our proprietary private cloud. The cloud nodes are located in the strategic locations throughout the world while maintaining the full near real-time synchronization and the implementation of the "any cast" technology automatically routes users to the node closest to their location. The deep integration with the DataBioniX™ platform allows for real-time data organization and extraction of the meaningful insights, including but not limited to, in-games statistics, teams related forecasts, gamers past and predicted performances, etc. In essence, DataBioniX™ platform will allow for a 360° view of any aspect of the injected data.

Fandom Esports Platform

The Company's Fandom Esports Platform is the ultimate mobile friendly application for unfiltered raw Esports predictions and data interactions. We allow passionate Esports fans to unleash their primal Esports passions, make predictions and earn rewards. Together we celebrate the victories of champions and scorn the losses of your rivals; always delivering and creating the most provocative and entertaining sports content. Fandom Sports is a web applications which instantly operates on an Android and iOS mobile device targeting "Superfans" who aspire to show the world they know Esports better than the experts and their friends - giving them a chance to Play, Predict, and Get Rewarded.

Esports fan engagement and associated betting segments will provide guidance and direction in the buildout of a unique fan offering that blends Esports predictions through social interaction with fantasy Esports wagering. The Company continues to explore methods to monetize global Esports debates as well as potential fantasy gaming and Esports betting with a partnership-based business model.

The Company has confirmed that its Fandom Esports network is active in our proprietary private cloud and will provide multilingual support. Quickly achieving these milestones provides a foundation for the Company's strategy of both a localized and global launch of Fandom's regulated betting and unregulated prediction business models.

FANCOINS can provide a further benefit to end-users as rewards or incentives for targeted sponsorship or published content. The platform's modular architecture offers the ability to direct relevant content to users based on their preferences and user habits.

Fandom Esports Platform 2.0 is created to be scaled up to millions of users and efficiently handle the requests of these users in real-time. As the number of users increases, the number of in-app purchases will rise and will result in thousands of microtransactions per second. The platform is carefully crafted to handle thousands of transactions per second, making it the fastest and the most suitable to handle a large number of transactions.

The Company will explore methods to monetize global esports debates as well as potential fantasy gaming and esports betting with a partnership-based business model.

The Company has commenced requested upgrades to the Fandom Esports Platform (the "Platform") based on feedback from potential partners and super users garnered during the private Beta launch

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

The month of February was another busy month for Fandom Sports.

The Company issued the following press releases during the month of February, 2021.

A. Fandom Announces Affiliate Partner Client for UK Cross Licensing

Vancouver, British Columbia – February 2, 2021 – Fandom Sports Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("Fandom" or the "Company"), is pleased to announce that it has entered into a letter of intent for an affiliate partnership for the Company's regulated wagering platform. Fandom's peer-to-peer wagering platform is being built upon proprietary data feeds from leading Esports game publishers.

Fandom has signed a Letter of Intent ("LOI") with Gamerwager Ltd. ("Gamerwager"), a private company operating a UK licensed, dedicated head-to-head video game betting platform for the pursuit of an affiliate partnership agreement. Under the proposed terms of the affiliate agreement, Fandom and Gamerwager will offer each other services under the umbrellas of their respective licensing regimes. Fandom will promote the Gamerwager platform under its Curacao Internet Gaming License and Gamerwager will offer the Fandom platform under its UK Gambling License.

Fandom and Gamerwager are consulting towards implementation of go to market and technical integration strategies. Fandom will issue updates on the rollout of integrations of both products. Gamerwager is available to Esports fans in the UK today who are looking to wager on head to head game competition. Gamerwager is available in UK Android and iOS Appstores or at www.gamerwager.com. All current subscribers on the Gamerwager platform will have early access to the Fandom wagering platform. All players and partner clients of Fandom will have access to the Gamerwager platform through unique marketing initiatives.

"Our goal in providing a world-class engaging eco-system for all ages fan engagement and Esports wagering is further complemented by adding the head to head direct wagering to our P2P and partner fantasy platforms. Our mission to realize diversified revenue streams across multiple complementary user bases continues to evolve and scale our regulatory compliance foot print with minimal costs. We strive to continue developing our partnerships, platforms and value creation initiatives for stakeholders and shareholders," states David Vinokurov, Fandom CEO and President. "I'd like to take this opportunity to thank John Armstrong, our resident Esports and Wagering expert from our Advisory Board for facilitating this opportunity for Fandom. His introductions and guidance have been invaluable as we grow and expand our business."

B. Fandom Announces Marketing Program with Yalla Esports

Vancouver, British Columbia – February 25, 2021 – Fandom Sports Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("Fandom" or the "Company"), is pleased to announce that it has entered into an agreement with Yalla Esports based in Dubai, United Arab Emirates for

marketing services for the promotion of the Company's launch of its Esports fan prediction platform for fan engagement.

Yalla Esports is the leading Esports organization in the Middle East and North Africa (together "MENA"), nurturing some of the best regional talent and creating highly engaging gaming content for the local community. Fandom's Dubai based Director Klaus "Klasu" Kajetski has grown Yalla Esports to a globally recognized organization consisting of 9 teams with 37 players comprising 23 different nationalities. Game coverage includes CS:GO, Fortnite, PUBG Mobile, Hearthstone and Valorant. Furthermore, Yalla Esports serves as a key launching point for major brands looking to raise brand awareness amongst Esports fans in the MENA region.

"We are absolutely privileged to be working with Yalla Esports and Klaus's roster of professionals and influencers who represent one of the most exciting markets in the world for Esports and Esports fans. Klaus' unparalleled contacts and knowledge of the local market will accelerate Fandom's global reach to all corners of the Esports community. As we continue to prepare for our launch we will elaborate on other marketing initiatives across the globe." states David Vinokurov, CEO and President Fandom Sports. "

A few examples recent examples of the explosive growth of Esports in the MENA region:

1. in October 2019, the Dubai-based W Ventures announced that it would spend \$50 million to develop a local eSports and gaming ecosystem in the Middle East and North Africa. Meanwhile, in Turkey, Europe's largest eSports venue opened its doors in January 2019.
2. Other signs of growth and interest in this market can be seen across the region. Working with the Saudi Telecom Company, Activision has introduced dedicated servers – hosted in Riyadh and Jeddah – for Call of Duty in the region. Riot Games, the company behind League of Legends, followed suit with Middle East servers for the game Valorant, in October.
3. More recently, Kuwaiti telecoms provider Zain Group – which has 50 million customers across MENA – launched a new eSports brand, Zain Esports, with the aim of building a calendar of regional online eSports tournaments.
4. Last year on Twitch, one of the most popular online-gaming platforms, Arabic language streams were watched by 4.4 million users in UAE, Bahrain, Oman and Saudi Arabia, with record numbers during the early stages of the pandemic.

Board Resignation

In light of the active marketing activities being undertaken by Yalla Esports, Klaus Kajetski will be resigning his Board of Directors position effective immediately. Mr. Kajetski, through Yalla Esports or other affiliated entities will assist the Company with ongoing marketing and business development initiatives in the MENA region.

"PLAY. PREDICT. GET REWARDED."

Fandom Sports Media is an Esports entertainment company that aggregates, curates and produces unique fan-focused content while transforming the way that Gamers interact with game data content for the all ages Esports and iGaming (Esports wagering) verticals.

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.

See News Releases above in Item 2. A and B.

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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.

No additional updates since the last Monthly Progress Report.

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.

See News Releases above in Item 2. A. and B.

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.

No additional updates since the last Monthly Progress Report.

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.

No additional updates since the last Monthly Progress Report.

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

No additional updates since the last Monthly Progress Report.

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

See News Release above (item 2. A. & B.)

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

No additional updates since the last Monthly Progress Report.

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

None.

12. Describe and provide details of legal proceedings to which the Issuer became a party, including the name of the court or agency, the date instituted, the principal parties to the proceedings, the nature of the claim, the amount claimed, if any, if the proceedings are being contested, and the present status of the proceedings.

None.

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

No additional updates since the last Monthly Progress Report.

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

No Securities were issued or granted during the month of February, 2021.

Total Capitalization for the Company at the end of the month:

Issued & Outstanding: 49,834,283

Reserved for Issuance: 23,079,124

A summary of the Company's outstanding and exercisable warrants as of February 28, 2021 is as follows:

| Weighted average exercise price | Number of warrants outstanding | Expiry Dates |
|---------------------------------|--------------------------------|-------------------|
| \$0.07 | 2,450,000 | April 20, 2021 |
| \$1.00 | 513,400 | August 23, 2021 |
| \$0.50 | 32,160 | July 30, 2022 |
| \$0.10 | 13,012,064 | December 18, 2022 |
| \$0.50 | 1,334,832 | July 30, 2025 |
| \$0.15 | 17,342,456 | |

On February 22, 2021 the Company filed a notice to cancel certain options to Consultants and Directors. A summary of the Company's outstanding and exercisable stock options as of February 28, 2021 is as follows:

| Weighted average exercise price | Number of options outstanding | Number of options exercisable | Expiry Dates |
|---------------------------------|-------------------------------|-------------------------------|---------------|
| \$0.32 | 600,000 | 800,000 | May 1, 2025 |
| \$0.32 | 400,000 | 400,000 | May 5, 2025 |
| \$0.325 | 390,000 | 390,000 | June 8, 2025 |
| \$0.35 | 183,334 | 449,833 | July 30, 2025 |
| \$0.09 | 1,523,334 | 1,523,334 | Nov 17, 2025 |
| \$0.175 | 2,640,000 | 2,640,000 | Dec 23, 2025 |
| \$0.228 | 5,736,668 | 5,736,668 | |

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

None.

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

Mr. Klaus Kajetski resigned from the Board of Directors on February 25, 2021. The Company is considering potential candidates for appointment in order to fill the vacancy on the board. See news release February 25, 2021 (item 2.B.)

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

Esports is competitive video gaming growing at a massive pace with global esports revenues expected to surpass USD one billion in 2020 and have an audience of close to 500 million people by 2020 (source: Newzoo Global Esports Market Report 2020). If esports maintains its current growth rate, total annual revenues could total USD\$2.3 billion by 2022 – far surpassing that of traditional sports like Formula One and UEFA Champions League (source: Forbes – "Global Esports Revenue Reaches More Than \$1 Billion As Audience Figures Exceed 433 Million", December 3, 2019). Like traditional sports, esports is developing a betting component with worldwide estimated revenues nearing USD\$13 billion in 2020 (source: research firm Eilers & Krejcik Gaming).

Ian McGregor, CMO at Green Man Gaming, said: "Esports is a spectator phenomenon that has arrived with a bang. Many mainstream media have started paying more attention to the topic but this is old news for the gaming community. The industry has been attracting players, teams and fans at a fast pace, filling up large stadiums to capacity and driving ever-increasing online viewership numbers. It's now a serious global rival to major sporting franchises. It's clear that esports has captured the imagination of its ever-increasing audience."

"Canceled events impact a certain aspect of the fan experience, but unlike traditional sports where the live event is a financial and economic driver of the overall experience, esports is different in that, from a broadcast perspective, so much of broadcast is focused on online and not as dependent on the live audience," said Kent Wakeford, Co-founder of Gen.G, an esports organization, and a member of the board of directors for FLASHPOINT, a new league for the game Counter-Strike: Global Offensive. "For the League of Legends World Championship at the Bird's Nest in China there were 40,000 people, but 100 million people were watching it online. And [those] 100 million people that are fueling the growth of the esports ecosystem to a much greater degree than the actual events."

Esports gaming, fantasy gaming, and related betting are growing fast. "The esports market is seeing rapid year-on-year growth, and we believe that betting represents the single biggest opportunity in this space," Midnite co-founder Nick Wright tells TechCrunch. "Wagering on esports is expected to exceed \$12 billion by the end of 2020, making betting already one of the fastest-growing verticals within esports."

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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 3, 2021

David Vinokurov
Name of Director or Senior Officer

/s/ David Vinokurov
Signature

CEO
Official Capacity

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| Issuer Details Name of Issuer FANDOM SPORTS MEDIA CORP. | For Month End February 2021 | Date of Report YYYY/MM/DD 2021/03/03 |
| Issuer Postal Address : Suite 830 – 1100 Melville Street | | |
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