

FORM 7

MONTHLY PROGRESS REPORT FEBRUARY 2020

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

Trading Symbol: FDM, FDMSD, TQ42

Number of Outstanding Listed Securities: 16,167,734

Date: February 29, 2020

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.

1.1 FANDOM SPORTS Media Corp. Announces Esports Focused Non-Brokered Private Placement

NOT FOR DISTRIBUTION TO U.S. NEWSWIRE SERVICES OR FOR DISSEMINATION IN THE UNITED STATES

FANDOM SPORTS Media Corp. Announces Esports Focused Non-Brokered Private Placement

CSE: FDM
OTC: FDMSD
FRANKFURT: TQ43

Vancouver, British Columbia – February 20, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSD) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), announces that the Company's board of directors has approved a private placement of up to 15 million units at five cents per unit for gross proceeds of up to \$750,000. Each unit will consist of one share and one half of one share purchase warrant where one full warrant shall entitle the holder to purchase one additional common share at an exercise price of \$0.07 per common share for a period of one year.

Proceeds from this non-brokered private placement will be used for:

- Completion of the Esports Application released on Fandom Esports Platform,
- Recruitment of separate Esports focused talent to cover product, service and operations in Canada, and,
- General corporate purposes.

Between 2018 and 2019, the Company has invested four million and one hundred thousand Canadian dollars (\$4.1 million) into its intellectual property and technology development. This was accomplished through three separate financings:

- \$3,307,070 closed in January 2018 to build microservices platform and live sports application,
- \$308,040 closed in August 2019 for the platform's game engine, and,
- \$600,000 Blaze blockchain technology license and integration by the Platform 2.0 released on December 28, 2019.

The Company's technology has been licensed successfully for two non-competing use cases during 2020.

Fandom Esports App is first to market to monetize global esports' debates with a partnership-based business model with micro-payments. Our platform can process 50,000 Blockchain transactions per second for our players.

The Company's focus is Fandom Esports Platform 2.0 with Blaze blockchain protocol as the payment structure for micro transaction-based revenue opportunities for FANDOM SPORTS. Blaze means faster transactions, cheaper service deployment and better end-user experience.

As part of the private placement, the Company intends to settle outstanding debt to help preserve the Company's cash resources.

About FANDOM SPORTS:

"PLAY. PREDICT. GET REWARDED."

FANDOM SPORTS Media is an entertainment company that aggregates, curates and produces unique fan-focused content. Fandom Esports Platform is all about micro-payments with Blaze blockchain technology that offers unbeatable speed and high industry adaptability. Because of its unparalleled speed and industry-defining structure. Using Blaze as a payment structure for Fandom Esports Platform will open up new micro transaction-based revenue opportunities for FANDOM SPORTS.

For additional Information:

Investor Relations

Email: info@fandomsports.net

DISCLAIMER:

The CSE has not reviewed and does not accept responsibility for the adequacy and accuracy of this information. This news release may contain forward-looking statements. These forward-looking statements do not guarantee future events or performance and should not be relied upon. Actual outcomes may differ materially due to any number of factors and uncertainties, many of which are

beyond the Company's control. Some of these risks and uncertainties may be described in the Company's corporate filings (posted at www.sedar.com).

The Company has no intention or obligation to update or revise any forward-looking statements due to new information or events. This press release contains forward-looking statements about FANDOM SPORTS. Forward-looking statements may be identified by the use of words like "believe," "expect," "anticipate," "estimate," "plan," "consider," "project," and similar references to the future. Forward-looking statements reflect FANDOM SPORTS' good-faith evaluation of information available at the time the forward-looking statements were made. These forward-looking statements are subject to a number of risks and uncertainties, and our actual results may differ materially from those projected. Please refer to FANDOM SPORTS' annual and quarterly reports filed on SEDAR for a full discussion of those risks and uncertainties we view as most important. Forward-looking statements are not, and should not be relied upon as, a guarantee of future performance or results, nor will they necessarily prove to be accurate indications of the times at or by which any such performance or results will be achieved. As a result, actual outcomes and results may differ materially from those expressed in forward-looking statements. We undertake no obligation to update or revise forward-looking statements.

SOURCE FANDOM SPORTS ###

1.2. The Live Sports licensing negotiations with the Greater China prospect partner Promotional Partners World Wide resumed during February. The formal agreement was subject for FANDOM SPORTS Media Corporation funding. FANDOM SPORTS Media Corp. opened Esports focused non-brokered private placement. Proceeds from this private placement will be used for completion of the Esports Application, recruitment of a separate Esports focused talent to cover product, service and operations in Canada, and, general corporate purposes. The Letter Of Intent will not materialize to a final agreement as part of the esports financing.

1.3. Fandom Esports vision is to become the fan destination with its service and experience for esports superfans. The Company focuses on technology, enabling fan engagement and micro-payments with its product and service creation. The Company has achieved a scalable, low running cost stage with its platform and API economy business model. The Company builds its business with a partnership model with a revenue/profit share business model.

The Company has launched its second-generation technology platform end of 2019. The total spends on the platform and application was 4.1 million Canadian dollars to release the Blaze blockchain protocol integrated platform on December 28, 2019. The best in class engineering and business teams have participated in the platform architectural design and code creation. Only a few early-stage start-ups have access to such resources, including IBM's Digital Mentorship program to design the micro-services architecture with Kubernetes containers and Blaze micro-payment solution.

Blaze is a first of its kind block-lattice protocol designed for the ever-expanding needs of the digital industry. Its unique infrastructure offers three advantages: (i) making the governance effortless, (ii) improving the transaction processing speed and (iii) reducing blockchain bloat. The protocol is robust and secure to support mission-critical applications. At the same time, it is flexible and resilient to keep up with the ever-changing needs of the industry. Blaze is a feasible way of making micro-transactions on a blockchain network profitably, as most blockchain solutions require more financial resources per transactions that the transactions are worth.

The Fandom Esports Application and Esports Business model target market is GEN Z Born 2001 onwards (19 and under) and Millennials born 1985–2000 (20–35 years old today). Blockchain secured sports and esports entertainment platform with micropayment capability. Transparent and secured fan engagement platform to host superfans and their interactions like predictions of real-time game outcomes.

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

The CEO and the Board of Directors hired Company's ex-CFO Alexander Helmel as the Finance and Strategy Consultant to re-finance the Company. Redonda Management will prepare Company's 2019 financial statements and MDA. Current consultancy agreement is valid till end of April 2020.

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.

No additional updates since the last Monthly Progress Report.

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.

No additional updates since the last Monthly Progress Report.

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.

No additional updates since the last Monthly Progress Report.

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.

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. The board has approved an equity payment structure for management fees and any vendor fees; company stock in lieu of monetary compensation, until the company has secured financing.

The Company does not have a credit card or credit card debt. A debit card will be reactivated at the close of esports fund raising to reactivate Company's online services. All online services will be down until reactivated.

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

None.

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

Issued & Outstanding: 16,167,734

Reserved for Issuance: 4,220,347

Details of the reserved for issuance as of February 29, 2020, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$2.00	0.04 years	2,254,847	March 16, 2020
\$2.00	0.11 years	166,600	April 8, 2020
\$1.00	1.48 years	513,400	August 23, 2021
\$1.83		2,934,847	

A summary of the Company's outstanding and exercisable stock options as of February 29, 2020 is as follows:

Weighted average exercise price	Remaining contractual life (in years)	Number of options outstanding	Expiry Dates
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\$0,50	4,48	500 000	20.Aug.24
\$1,00	3,98	10 000	20.Feb.24
\$1,25	3,79	60 000	13.Dec.23
\$1,15	3,60	100 000	4.Oct.23
\$0,95	3,52	25 000	6.Sep.23
\$0,95	3,47	25 000	20.Aug.23
\$0,90	3,35	35 500	5.Jul.23
\$1,25	3,23	50 000	23.May.23
\$3,45	2,88	25 000	16.Jan.23
\$1,70	2,42	50 000	31.Jul.22
\$1,90	2,26	180 000	4.Jun.22
\$1,00	1,35	85 000	5.Jul.21
\$1,00	0,67	15 000	1.Nov.20
\$0,95	0,40	125 000	25.Jul.20
\$1,03	3,19	1 285 500	

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

On February 29, 2020, the Company owned money to related party (management consultants and subsidiary company) total of CAD 182,122. The sum consisted of CAD 98,914 to Chief Executive Officer, USD 55,000 to the ex-President and Euro 6,447 to FANDOM SPORTS Oy.

Owing is for payments made behalf of the Company and provided services since August 15, 2019.

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

No additional updates since the last Monthly Progress Report.

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

No additional updates since the last Monthly Progress Report.

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 February 29, 2020

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 February 29, 2020	Date of Report YYYY/MM/DD 2020/02/29
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City/Province/Postal Code Vancouver BC V6E 3A4	Issuer Email. (info@fandomsports.net)	IR Telephone No. +1 604 2566990
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