

FORM 7

MONTHLY PROGRESS REPORT MAY 2020

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: 31,213,539

Date: MAY 31, 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.

The Company appointed David Vinokurov as President and CEO on May 6th, 2020 along with the engagement of critical advisors around Esports fan engagement and associated betting segments which 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.

During the month, the Company confirmed that its Fandom Esports network is active on Google Cloud and that the Esports network supports the Fancoin™ dual coin ecosystem, is Geo-fencing enabled and will provide Chinese language 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.

Using the Blaze protocol as a micropayment infrastructure provides additional value to end-users. Within the FANDOM Esports ecosystem, players can make FANCOIN purchases and transactions knowing their Player Card, a unique user's FANDOM Esports identity tied directly to their FANCOIN wallet is secure. Blaze's ability to provide the speed and flexibility for expenditures to gamers would ultimately lead to increased customer retention.

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

The end goal is to attract users who become invested as "players", who compete for rewards and prestige while building their unique "Player Card" with the associated wallet. It provides a potential recurring revenue generator attached with high margins for the Company, as this captivated global fan base remains within the FANDOM Esports ecosystem.

FANDOM Esports Platform 2.0 was 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. BLAZE is carefully crafted to handle thousands of transactions per second - the most crucial requirement for microtransactions. BLAZE is the easily scalable blockchain and has insurmountable speed - it is faster than the usual data systems. With its unique structure, patented governance, consensus, and crosswise transaction mechanism - BLAZE offers one-of-its-kind nonlinear structural growth - making it the fastest and the most suitable to handle a large number of transactions.

Blaze means faster transactions, cheaper service deployment and better end-user experience. The Company's platform can process 50,000 blockchain transactions per second for its players and is a natural fit for esports as the platform suits ideally to fast, low-valued micropayment 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.

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

FANDOM SPORTS Media Corporation Appoints Recognized Esports Betting Advisor

Vancouver, British Columbia – April 30, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSD) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), Fandom Sports is pleased to announce the appointment of John Armstrong to the role of Esports Betting Advisor.

Mr. Armstrong is recognized as a thought leader in the Esports space having enjoyed a storied career and built a significant following of over 50,000 member in his Esports Business Group and Global Esports and Gaming Network.

Mr. Armstrong has over 25 years in the tech industry and 20 years in the mobile content/games, video games, Esports and gambling industries. Working with companies across sports and media he has collaborated on agreements with sports clubs including from the English Premier League to TV, Movie and Music Studios establishing expertise to define the state of the art Esports betting vertical under the two-token economy supported by the Fandom Esports Platform with BLAZE blockchain security.

Mr. Armstrong's focus in recent years has been Esports where he has worked as a bridge to endemic and non-endemic brands for Esports organizations and companies to facilitate investment, sponsorship and general business synergies to monetize the all-ages Esports vertical.

John Armstron, incoming Esports Betting Advisor comments, “ I’m really looking forward to helping Fandom Esports create a unique Esports betting platform by utilizing my global database of betting professionals and companies whilst at the same time assessing potential M&A opportunities that may arise.”

FANDOM SPORTS Media Corporation. Option Grant

Vancouver, British Columbia – May 2, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSD) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), Fandom Sports is pleased to announce that it has granted an aggregate of 800,000 share purchase options to the newest members of its esports expansion of which 600,000 have been granted to the Company’s recently appointed Chairman and director Mr. Philip Chen and 200,000 which have been granted to esports betting advisor John Armstrong. The options have an exercise price of \$0.32 per share for a term of five years.

FANDOM SPORTS Media Corporation Appoints Vinokurov as CEO and President

Vancouver, British Columbia – May 6, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), is pleased to announce that it has appointed Mr. David Vinokurov as the Company’s President and Chief Executive Officer, effective immediately.

Mr. Vinokurov is an accomplished executive with more than 12 years of extensive business and corporate development experience from a variety of industries. Most recently, Mr. Vinokurov served in management consulting roles to a publicly traded social commerce company plus several fintech and blockchain-enabled payment companies. Mr. Vinokurov has directly contributed to the raising of tens of millions of dollars for start-up and small-cap companies.

“We welcome David and look forward to working with him as he brings a wealth of business and capital markets expertise that will help drive the continued success of Fandom Sports,” said Board Chair Philip Chen. “We are also excited by David’s proven ability to establish and nurture relationships with partners and sponsors, which will be a critical contribution as we rollout Fandom’s platforms for esports for all ages and the fantasy esports betting platform.”

“I am excited to be joining the team at Fandom Sports,” stated Mr. Vinokurov. “I look forward to the significant opportunities we have as Fandom’s platforms and technologies are uniquely positioned at the nexus of Esports and Social Commerce. These platforms will create additional value for global brands that we partner with, increase the fun and engagement for Esports fans, and help fuel shareholder returns.”

Stock Options

The Company wishes to announce that it has granted Mr. Vinokurov 400,000 options at a price of \$0.32 in connection with his appointment. One-half of the options vest immediately and the remainder vests in 6 months. The Options have a five-year term.

FANDOM SPORTS Media Corporation Appoints CEO of Gamefy as China Esports Advisor

Vancouver, British Columbia – May 12, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), is pleased to confirm the appointment of Yuanhua Fei to the Advisory Board.

Mr. Yuanhua Fei is the president and CEO of Gamefy, an esports and Gaming company owned by Shanghai Oriental Pearl Group which is a subsidiary of Shanghai Media Group. Gamefy is a leader in esports in China. Its nickname is the West Point of China's esports. G-League, the most popular Esport event created and owned by Gamefy attracts an audience of more than 100 million viewers in China every year. Prior to Gamefy, Yuanhua was co-founder and VP at Shanghai Baizhilong IT company in Shanghai in 2015. Before that Yuanhua founded Shanghai Lejia Networks in 2011. He led a team that developed a series of games which were published by Tencent Games. Yuanhua worked as a director in charge of new products at Shanda Networks, one of the top 5 gaming companies in China from 2002 to 2004. Mr. Fei is a Chinese citizen and resides in Shanghai. He is connected closely with Chinese esports and Gaming and commands a high profile in this community.

According to the latest Newzoo Global Esports Market Report: In 2020, 2.0 billion people will be aware of esports worldwide, an increase from 2019's 1.8 billion. China will continue to be the country/market that contributes most to this number, with 530.4 million esports-aware people.

Yuanhua Fei, Fandom Sports incoming esports Advisor, remarks, "I welcome the opportunity to introduce Fandom Sports to the Chinese Esports community. I am looking forward to the Esports product launch so we can have a visual product offering to show to potential interested parties. The Chinese esports market is massive and has the unique ability to allow a good product to scale quickly."

Philip Chen, Chairman of the Board for Fandom Sports comments, "It's quite a coup to be able to land an Esports Advisor with the profile and credentials of Yuanhua Fei. Mr Fei is a recognized esports leader in China and his wisdom, connections, and guidance will be invaluable to us as we look to ultimately penetrate the Chinese esports market with a compelling, agnostic and user friendly esports platform that can be enjoyed by Chinese fans of all ages."

Stock Options

The Company wishes to announce that it has granted Mr. Fei 200,000 options at a price of \$0.32 in connection with his appointment.

FANDOM SPORTS Media Corporation Commences China Partnership Outreach

Vancouver, British Columbia – May 14, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), is pleased to report that the Company has commenced its China partnership outreach program in advance of the platform launch.

The Fandom Esports platform is meant to be fun, engaging and rewarding. The platform is agnostic and does not compete with the actual Esports games but rather complements them. A Fandom platform user could be a Call of Duty aficionado and engage with likeminded users to make predictions on aspects of a specific Esports game and get rewarded with Fancoins™ for their efforts. The Fancoins™ are earned - not bought - through watching ads, affiliate referrals, and betting against other users.

Fandom Sports Chairman, Philip Chen comments, "The opportunity for Fandom's Esports platform in the Chinese market offers unparalleled scale and opportunity. We started our outreach program ahead of the esports platform launch for strategic and priority positioning. Over the past two decades, I have built strong relationships with a number of pre-eminent companies with multi billion-dollar gaming focused operations in China. I've been waiting for an opportunity to introduce a truly

unique company like Fandom Sports to this dynamic marketplace. Watching skillful gamesmanship in Esports is fun but the fun is amplified when you're playing and betting with other likeminded users on the Fandom platform. This is the fundamental value proposition for all our users: Play....Predict...Get Rewarded!"

According to the latest Newzoo Global Esports Market Report: In 2020, 2.0 billion people will be aware of esports worldwide, an increase from 2019's 1.8 billion. China will continue to be the country/market that contributes most to this number, with 530.4 million Esports-aware people. While females only comprise less than one-fifth of all esports players and viewers in China, they will make up 36% of all users by the end 2020, the report said.

FANDOM SPORTS Media Corporation Appoints Gaming Industry Veteran as Esports Advisor

Vancouver, British Columbia – May 19, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), is pleased to confirm the appointment of Mr. Guy Ben-dov to the Advisory Board.

Guy is an interactive entertainment executive and a serial media entrepreneur. Guy is working with start-ups as well as innovation teams in Fortune 500 companies to create, build and launch games and platforms. Over the years he co-founded a leading game studio, Side-Kick games, working with leading brands such as Disney, Rovio and Lionsgate and In-game ad platform, DoubleFusion, working with Microsoft Xbox, Playstation and major game publishers.

Guy also co-founded and volunteers as the Chairman of the Israeli game association, GamelS, helping both local start-ups and international technology companies to grow their business in Israel. Guy spent 4 years in Southern California developing a network of gaming industry leaders in Silicon Valley and LA. Guy has been cited by a number of high-profile media outlets including CNBC, the Wall Street Journal, Reuters, CNN and other media channels.

"I'm excited about bringing to market media-oriented products and leveraging my extensive network to create sustainable and growing businesses. Fandom Sports presents a compelling, unique and dual offering proposition to esports fans with their regulated and non regulated betting model. I see tremendous opportunities with potential M&A activity and aligning with synergistic partners", commented Mr. Ben-dov.

Philip Chen, Chairman of the Board for Fandom Sports adds, "We are pleased to welcome Guy into the Fandom family. Guy is a powerhouse in the gaming arena and has developed relationships with global brands. Furthermore, he has developed unique ways at monetizing games with brand advertising. We will leverage his valuable skillsets and associations to create value for shareholders."

Stock Options

The Company wishes to announce that it has granted Mr. Ben-dov 200,000 options at a price of \$0.32 in connection with his appointment.

FANDOM SPORTS Media Corporation Initiates Two-Token Network, Geofencing and Language Support Capabilities

Vancouver, British Columbia – May 21, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), is pleased to confirm that the Fandom Esports network is active on Google Cloud and:

- supports the Fancoin™ dual coin ecosystem,
- is Geo-fencing enabled
- will provide Chinese language 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.

Fancoin™ is an internationally trademarked cryptography secured in-game coin. The Blaze Blockchain in-game ERC 20 Fancoin™ ensures each transaction within the player economy is securely stored to players wallets as they make predictions, interact and transact both in the virtual world and in real-life events. Registered Fandom Esports players will be issued cryptography secured wallets and an initial Fancoin™ balance to predict Esports events. To earn more Fancoins™, users spend time on the platform to make predictions with one another, open up daily MysteryBox rewards, watch ads and for sharing the Fandom app with friends.

The Company plans to utilize the second coin iteration for Esports betting. Through implementation of Geo-fenced local markets, the Company will ensure compliance with all local regulations. Fandom's proprietary platform will be enabled to only players who are compliant with all Know Your Client guidelines ("KYC"). This coupled with on chain and automated with smart contracts by the Blaze Protocol and Cryptography secured network will truly set Fandom apart in the Esports industry.

"Taken in combination, the recent achievements by our technical partners at Deqode have uniquely positioned Fandom Sports at the nexus of the most exciting opportunity today; Esports and gaming. The Fandom business model operates in completely complementary way and compounds the intractability between content creators and global Esports fan. We are building a platform that is tailor made for enterprise level partnerships and I'm excited to present our distinctive value proposition to the market and to shareholders," states David Vinokurov, CEO and President.

FANDOM SPORTS Media Corporation Commences iGaming License Planning

Vancouver, British Columbia – May 27, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("FANDOM SPORTS" or the "Company"), is pleased to confirm it has retained legal counsel for the Esports licensing required for globalized betting. The Company will be undertaking a strategic review to prioritize jurisdictions that will enable the firm to expand its regulatory foot print efficiently and at scale.

Fandom Sports is pleased to retain Segev LLP as lead counsel for all endeavours pertaining to global iGaming licensing. Segev LLP employs a strong iGaming team with corporate, commercial, IP commercialization, M&A, private equity finance, public markets finance, privacy and data, and regulatory and compliance experience. Furthermore, the team at Segev LLP has a specialty in Gaming and Betting, Esports and Video game law which complements that nature of Fandom Sports' business plans as the Company prepares to roll out globally.

In advance of the iGaming initiative, the Company has also secured a domain and brand identity surrounding the betting platform. www.gamersatodds.com unifies the business plan and opportunity that the Company will be executing upon.

David Vinokurov CEO and President of Fandom Sports states, "We are pleased to take definitive steps towards accelerating our dual initiatives of the all ages Esports engagement platform and the pure play regulated Esports betting platform. Regulated Esports betting is now a mainstream business opportunity and there is an implied quantifiable value for these types of businesses. We look forward to accelerating our licensing initiatives and building a true global Esports betting brand that is fully regulatory and compliant."

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David Vinokurov CEO and President of Fandom Sports states, "We are pleased to take definitive steps towards accelerating our dual initiatives of the all ages Esports engagement platform and the pure play regulated Esports betting platform. Regulated Esports betting is now a mainstream business opportunity and there is an implied quantifiable value for these types of businesses. We look forward to accelerating our licensing initiatives and building a true global Esports betting brand that is fully regulatory and compliant."

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.

The Company entered into an Advisory Services Agreement with, Mr. John Armstrong for a term of one year. Mr. Armstrong will make introductions to sports themed companies, source M&A opportunities and make introductions to betting partners in consideration for 200,000 stock options at \$0.32 (granted April 30, 2020). The Agreement may be terminated by either party by providing 7 days advance written notice. Mr. Armstrong is not a related person.

The Company entered into an Advisory Services Agreement with, Mr. Yuanhua Fei for a term of one year. Mr. Fei will make introductions to esports themed companies, source M&A opportunities and make introductions to capital sources in China in consideration for 200,000 stock options at \$0.32 (granted May 12, 2020). The Agreement may be terminated by either party by providing 7 days advance written notice. Mr. Fei is not a related person.

The Company entered into an Advisory Services Agreement with, Mr. Guy Ben-dov for a term of one year. Mr. Ben Dov will make introductions to esports themed companies, source M&A opportunities and make introductions to capital sources in consideration for 200,000 stock options at \$0.32 (granted May 19, 2020). The Agreement may be terminated by either party by providing 7 days advance written notice. Mr. Ben-dov is not a related party.

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.

Mr. Henri Holm's Executive contract expired during the month of May and was not renewed. Mr. Holm may provide specialized consulting services from time to time going forward.

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.

No additional updates since the last Monthly Progress Report.

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

The Company granted a total of 1,600,000 stock options exercisable at \$0.32 to directors, officers and advisory consultants.

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

Issued & Outstanding: 31,213,539

Reserved for Issuance: 9,912,400

Details of the reserved for issuance as of May 31, 2020, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$1.00	1.32 years	513,400	August 23, 2021
\$0.07	0.97 years	6,659,000	April 19, 2021
\$0.14		7,172,400	

A summary of the Company's outstanding and exercisable stock options as of May 31, 2020 is as follows:

Weighted average exercise price	Remaining contractual life (in years)	Number of options outstanding	Expiry Dates
\$0.50	4.31	500,000	20-Aug-24
\$1.00	3.81	10,000	20-Feb-24
\$1.25	3.62	60,000	13-Dec-23
\$1.15	3.43	50,000	04-Oct-23
\$0.95	3.31	25,000	20-Aug-23
\$1.25	3.06	50,000	23-May-23
\$1.70	2.25	50,000	31-Jul-22
\$1.90	2.10	180,000	04-Jun-22
\$1.00	1.18	75,000	05-Jul-21
\$1.00	0.51	15,000	01-Nov-20
\$0.95	0.24	125,000	25-Jul-20
\$0.32	4.93	800,000	01-May-25
\$0.32	4.93	400,000	05-May-25
\$0.32	4.97	200,000	11-May-2025
\$0.32	4.98	200,000	18-May-2025
		2,740,000	

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

None.

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

The Board appointed Mr. David Vinokurov as the Company's President and Chief Executive Officer, effective May 6th to replace the Company's President and CEO Henri Holm as per news release issued on May 6, 2020.

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."

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 5, 2020

David Vinokurov
Name of Director or Senior Officer

/s/ David Vinokurov
Signature

CEO
Official Capacity

Issuer Details Name of Issuer FANDOM SPORTS MEDIA CORP.	For Month End May 29, 2020	Date of Report YYYY/MM/DD 2020/06/05
Issuer Postal Address : Suite 830 – 1100 Melville Street		
City/Province/Postal Code Vancouver BC V6E 4A6	Issuer Email. fandomsportsmedia@gmail.com	IR Telephone No. +1 604 2566990
Contact Name David Vinokurov	Contact Position CEO	Contact Telephone No. +1 (604) 256-6990 +1 (416) 716-9281
Contact Email Address fandomsportsmedia@gmail.com	Web Site Address www.fandomesports.com	