

FORM 7

MONTHLY PROGRESS REPORT NOVEMBER 2019

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: 149,793,336

Date: December 3, 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.



FANDOM SPORTS Announces Platform 2.0 on BLAZE Blockchain Protocol

Company consolidates all assets to the Public Company, Esports Operations are managed directly under the FANDOM SPORTS Media Corp. as ESPORTS FANDOM Platform 2.0 version is launched.

Vancouver, British Columbia, (November 21, 2019) – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) is pleased to announce ESPORTS FANDOM Platform 2.0 readiness and asset consolidation from the FANDOM SPORTS Oy to the public company FANDOM SPORTS Media Corp. These actions will increase shareholder value with direct ownership of ESPORTS FANDOM Platform 2.0 and all the ESPORTS assets as part of the public company operations. The fundraising for the Esports Application continues from today onwards under the public company while the FANDOM SPORTS Oy in Helsinki, Finland will be dissolved by December 31, 2019.

The Company's business to business live sports and licensing operations continues as announced earlier under the public company FANDOM SPORTS Media Corp.

FANDOM SPORTS Media Corp. has purchased a perpetual license for [BLAZE Protocol \(https://BLAZEprotocol.io/\)](https://BLAZEprotocol.io/) with twelve million share issuance for the transaction. FANDOM SPORTS Media Corp. has received a non-exclusive, non-transferable, perpetual, worldwide right to BLAZE Protocol Blockchain Solution.

- a. Use and reproduce as many copies of the BLAZE Protocol object code as are reasonably necessary only for the purpose of exercising the rights granted under this Agreement including copies for archive and backup purposes;
- b. Modify and create Derivative Works of BLAZE Protocol for the Purpose defined;
- c. Use, reproduce, have reproduced, publish, make available to customers, copy, sell (via sub-license), distribute (via sub-license), perform or otherwise transfer (via sub-license), directly or through distributors or resellers, Derivative Works containing BLAZE Protocol in object code format, that are consistent with the Purpose and subject to the provisions of the Agreement;

The integration work is done by the decode engineering team as part of the purchase.

BLAZE for FANDOM SPORTS

BLAZE is a patented blockchain technology that can spawn in a 9-dimensional space. Its unique structure offers unbeatable speed and high industry adaptability. Because of its unparalleled speed and industry-defining structure, BLAZE is poised to take over the microtransactions industry. Using BLAZE as a payment structure for ESPORTS FANDOM Platform 2.0 will open up new microtransaction-based revenue opportunities for FANDOM SPORTS.

Faster Transactions, Cheaper Services, Better End User Experience

ESPORTS FANDOM 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. Previous live sports focused platform with a Hyperledger Fabric solution could not support such exponential volume of transactions. When FANDOM will provide sub-licensing to other games, the number of transactions per second will increase manifold, which could not be handled by Hyperledger Fabric. BLAZE has that flexibility and has a unique structure and consensus algorithm to support a large number of transactions.

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.

In the sublicensing model, other publishers would need to run their blockchain nodes. In that scenario, FANDOM would be able to offer a seamless experience to other gaming publishers by allowing them to run their nodes on the BLAZE Blockchain. While running a blockchain node on BLAZE would remove the hassle of dealing with a separate vendor, it would also reduce the cost for the publishers drastically as running a node on BLAZE is scalable in the esports business case.

Using BLAZE as a payment infrastructure will provide additional value to the end-users, players can now also make in-app purchases within the extended ecosystem. They can use the coins to make in-app purchases or spend it across all the other apps in the ecosystem. BLAZE's ability to provide the flexibility of expenditures to gamers would ultimately lead to increased customer retention.

The sublicensing model allows FANDOM to generate revenue by charging a suitable fee from other publishers for creating and maintaining their nodes on the BLAZE Blockchain. BLAZE as a payment infrastructure will enable FANDOM SPORTS to provide the best experience to the partners as well as gamers with high efficiency and lower cost structure. With BLAZE Protocol, FANDOM SPORTS will be well positioned in the market to take part of the mobile revolution taking place in the gaming and sports entertainment industry.

About FANDOM SPORTS

“Play. Predict. Get Rewarded.” ESPORTS FANDOM Platform 2.0 is an technology and gaming platform that hosts and allows users to create the best interactive esports content. FANDOM ESPORTS allow super fans to unleash their passions by engaging with other fans, cheering for their favourite teams and players.

The ESPORTS FANDOM Platform allows users to unleash their passion by allowing fans to **play, predict** and **get rewarded** on real time esports events. The company’s strategy is built-on a BLAZE Protocol’s blockchain with global FANCOIN economy for super fans battle one another within to get rewarded for the action.

For additional Information about FANDOM SPORTS:

Investor Relations

Email: info@fandomsports.net

Or

Sales & Partnerships

Email: support@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

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

The management signed two (2) additional Letter Of Intent (LOI) with two technology companies, while one LOI has expired. Out of the two LOI, one has materialized to an definite agreement, while the other is valid till end of December (expiry date 12/30/2019).

The management of the company uses systematic negotiations to validate each potential partnership opportunity to add shareholder value and strengthening the company's technology and business operational capabilities. Each separate negotiation is governed by mutual non-disclosure agreement which may lead to a Letter Of Intent (LOI) that scopes clearly each parties' objectives and gives a strong and robust framework quickly to validate if the negotiations can and should lead to a definite agreement.

Letter Of Intent provides quick access to each company's capabilities and true interest to execute the definite agreement.

1) Letter Of Intent with BLAZE Protocol Pte Ltd covered following aspects of the business relations, the LOI was signed to be valid until December 30, 2019:

Scope of the Agreement

- Replacement of IBM Blockchain with BLAZE, an optimized game and esports blockchain solution by Blaze Protocol Pte Ltd.

Joint operations where technical expertise is with BLAZE (deqode team) and esports product, Go To Market (GTM) and business operations with FANDOM team.

The definite agreement was signed on November 20, 2019 and News Released on November 21, 2019.

2) Letter Of Intent with PROCESCOM DOO covered following aspects of the business relations, the LOI was signed to be valid until December 30, 2019.

Scope of the Agreement

- FD brand colour code, designs and button community badges for Procescom to do initial customisation (MVP product)
- FANDOM SPORTS to release the Brand Book and Style Guide to Procescom
- Revenue share business model that will be explored in more details with the MVP product. FANCOIN usage integration is an option to cross check where the advertising revenues paid in FANCOINS users can exchange their in-game currency to the airtime.

PROCESCOM DOO

Procescom's main specialisation is a full stack of services - design, development and integration of carrier grade telecom solutions:

Automated multi-channel (ussd, sms, self-care app, web) PromoBOX, USSD gateway (feature rich, supports multiple MNO's for operator groups), MVNx (MVNA – mobile virtual network aggregator, MVNE - mobile virtual network enabler, MVNO - mobile virtual network operator), SMSC and SMPP solutions, SMS firewall (network intelligence and protection), IN - Intelligent Network solutions and services, OTT over-the-top platform, RCS rich-communication-suit platform, MaaP messaging as a platform, omni-channel solutions, Telco self-care mobile iOS and Android apps, Public Services development, mobile friendly websites, business portals and cloud based solutions.

Procescom is a privately-owned company focused on providing innovative, market demand-driven and customized solutions for Telecom Industry players. Since its inception in 2006, the company has grown and matured into an industry-recognized authority for development of Telecom technical platforms, value added services and micro transaction solutions.

“Idea drives evolution”, said Procescom CEO Vojislav Krstic, he further elaborated: “reaching a new level to innovate with leading technology companies, while remaining the best partner for our clients is Procescom strategy”.

Procescom technical solutions are credited as high quality, reliable and cost optimal by many tier 1 & 2 telecom technical vendors and are frequently deployed under different brand names as white labeled products. Procescom is enabling mobile and other telecom operators to maximize revenue, improve on retention, reduce churn and improve competitiveness in a highly competitive environment such as Telecom industry.

Procescom offers turnkey solutions: onsite software and hardware deployment, product integration with telco OSS/BSS, project management, professional support and managed services throughout the product lifecycle.

PRC China Update

November 30, 2019 Expired LOI

October signed Letter Of Intent was valid till November 30, 2019 and covered following aspects of a potential partnership:

- Potential partnership in PRC China distribution for the FANDOM SPORTS App and ESPORTS FANDOM App.
- Potential joint development of the ESPORTS FANDOM App.
- Potential investment to the affiliate, FANDOM SPORTS Oy.

After the Letter Of Intent expired the management has initiated new round of conversations with a new prospect partner to cover the PRC China region.

Middle East and Africa Update

Middle East and Africa (MEA) region update; initial conversations were held in Dubai, UAE during the month of November. Conversations led to the first phase; mutual NDA has been signed related to customizable features of the live sports application under the B2B licensing model. Next step is to explore the feasibility of the LOI as part of the negotiations.

Annual General Meeting (AGM)

Management completed the 2019 Annual General Meeting of Shareholders of FANDOM SPORTS MEDIA CORP. held at 82 Richmond Street East, Toronto, Ontario, on Monday, the 18th day of November 2019, at the hour of 11:00 a.m. (EST).

At the end of the AGM, the shareholders voiced out their concern of building the assets to the subsidiary company FANDOM SPORTS Oy. The Board acted immediately and consolidated the assets to the Public Company FANDOM SPORTS Media Corp. and strengthened the portfolio of assets with the definite agreement on perpetual license for BLAZE Protocol and Company consolidates all assets to the Public Company, Esports Operations are managed directly under the FANDOM SPORTS Media Corp. as ESPORTS FANDOM Platform 2.0 version is launched.

BLAZE Protocol

CAD \$600,000 BLAZE Protocol perpetual license was purchased at with \$0.05 common shares

Full Name & Municipality of Residence of Placee	Number of Securities Purchased or to be Purchased	Purchase price per Security (CAD \$)	Total Securities Previously Owned, Controlled or Directed	Payment Date	Describe relationship to Issuer
Blaze Protocol Pte. Ltd. 451, Joo Chiat Road, #01-06, Katong Point, Singapore (427664)	12,000,000	\$0.05	nil	December 3, 2019	Seller of Perpetual License of BLAZE Protocol.

BLAZE Implementation Schedule by Feature	Target Completion Date
- FANCOIN development on BLAZE Protocol - User and Wallet migration	December 4 th
- BLAZE service development	December 10 th
- Integration testcases	December 13 th
- Manual testing	December 16 th
- Bug fixes - Deployment	December 26 th

FD Technology Platform with BLAZE Protocol is an identity centric and content agnostic micro-payment platform.

The Identity Centric translates to device ID and connectivity module (SIM card) in case of mobile device and in case of any internet connected device it is Mac Address + device ID.

The content agnostic platform capability covers any type of content: API calls (currently in use Sportradar), ability to connect streaming data from Vimeo, URL based YouTube or website embedded video, URL passthrough picture, text or even hexadecimal machine language data. FD Technology Platform log monetary of any transactions mapped into an identity (wallet) and content (data) with micro-payment capability.

FANDOM SPORTS own use case is live sports / esports fan community transactions yet same time the platform works for other type of use cases with data in/out flow and related transactions monetary value.

THE COMPANY FUNDING

Annual LEI for FANDOM SPORTS Media Corp. (529900851DM01SQ1O590) confirmation has been completed online and the renewal of the status is updated dynamically at the LEI portal <https://www.wm-leiportal.org/customer/index.php?a=sea&act=go&detail=391863>

Reg A required EDGAR filing has been completed with Fandom Sports SEC CIK #0001792932 <https://sec.report/CIK/0001792932>. While the Reg A filing work continues the SEC rules stipulate certain threshold levels for the share closing price at the OTC QB.

Summary from the OTC: "The company's bid price has closed below \$0.01 for more than 30 consecutive calendar days and no longer meets the Standards for Continued Eligibility for OTCQB as per the OTCQB Standards, Section 2.3(2), which states that the company must "maintain proprietary priced quotations published by a Market Maker in OTC Link with a minimum closing bid price of \$.01 per share on at least one of the prior thirty consecutive calendar days."

As per Section 4.1 of the OTCQB Standards, the company will be granted a cure period of 90 calendar days during which the minimum closing bid price for the Company's common stock must be \$.01 or greater for ten consecutive trading days in order to continue trading on the OTCQB marketplace. If this requirement is not met by March 1, 2020, the company will be removed from the OTCQB marketplace. In addition, please note that in the event that the Company's closing bid price falls below \$0.001 at any time for five consecutive trading days, the Company will be immediately removed from OTCQB."

CURRENT SHAREHOLDERS

The non-brokerage private placement is open to all existing shareholders until December 10th, 2019. The Corporation issues up to 18,250,000 units (the "Units") in the capital of the Corporation pursuant to subscription agreements, as presented to the directors, at a price of \$0.02 per Unit for gross proceeds of up to \$365,000 (the "Offering"). Each Unit shall consist of one common share (the "Shares") and one Share purchase warrant ("Warrant"). Each Warrant will entitle the holder thereof to subscribe for one common share in the capital of the Corporation at \$0.05 per share (the "Warrant Shares") for a period of 24 months from the Closing Date.

The funds raised from the Offering will be used for to scale the of the Issuer's live sports application in the Asia and Middle East and Africa (MEA) regions with related technology integration of the customizable features of the live sports application under the B2B licensing model, and general corporate purposes to keep the stock exchange related costs covered.

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.

The Content team has been released as the FANDOM SPORTS App was hibernated at the end of November as part of the BLAZE Protocol integration.

Sportradar API calls for NFL, NHL, NBA and MLB metadata feeds have been closed down and will be re-negotiated for 2020 under the partner contracts when Live Sports App is launched in partnership in new geographies covering regionally relevant sports. The Sportradar APIs provides access to sport statistics feeds, which contain all the data for leagues, conferences, teams, games, and players in the database (<https://developer.sportradar.com/docs/read/>).

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.

FANDOM SPORTS Media Corp. has purchased a perpetual license for [BLAZE Protocol](#) with twelve million share issuance for the transaction. Purchase value of CAD \$600,000 is settled with 12,000,000 at \$0.05 common shares subject for four month holding period. The purchase of perpetual license of BLAZE Protocol replaced Hyperledger Blockchain Solution and reduced technology operational costs, increased scalability with 50,000 TPS. Purchase improves short- and long-term profitability of the operations.

FANDOM SPORTS Media Corp. has received a non-exclusive, non-transferable, perpetual, worldwide right to BLAZE Protocol Blockchain Solution.

- a. Use and reproduce as many copies of the BLAZE Protocol object code as are reasonably necessary only for the purpose of exercising the rights granted under this Agreement including copies for archive and backup purposes;
- b. Modify and create Derivative Works of BLAZE Protocol for the Purpose defined;
- c. Use, reproduce, have reproduced, publish, make available to customers, copy, sell (via sub-license), distribute (via sub-license), perform or otherwise transfer (via sub-license), directly or through distributors or resellers, Derivative Works containing BLAZE Protocol in object code format, that are consistent with the Purpose and subject to the provisions of the Agreement;

The integration work is done by the decode engineering team as part of the purchase.

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.

None.

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.

BLAZE is a patented blockchain technology that can spawn in a 9-dimensional space. Its unique structure offers unbeatable speed and high industry adaptability. Because of its unparalleled speed and industry-defining structure, BLAZE is poised to take over the microtransactions industry. Using BLAZE as a payment structure for ESPORTS FANDOM Platform 2.0 will open up new microtransaction-based revenue opportunities for FANDOM SPORTS. Blaze is multidimensional ledger and is designed so that it is limited to 9 degree of dimensions. We have scaled up to 50,000 TPS with only 2 degree dimensional structure under lab conditions (<https://blazeprotocol.io/BlazeWhitePaper.pdf>).

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

The content team of Nick Schroeber and Hannu Sallinen were released of their consulting agreements at end of November.

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.

The Marrelli Support Services Inc (MSSI), who provided Q2 2019 financial closing and Q2 external CFO services, recruited Mr. Stephen A. Zampini, Capo Srgo LLP as their mediator regarding a price and quality dispute over Q2 2019 provided FSP, Accounting and CFO services. The Company challenges the services billed on services which were either not provided at all or not fully delivered. These services including Accounting for June and July, Payroll for June, July, August, September and Banking for June, July, August and September. All which has been left for the management to complete. Compliancy like checking the BCOnline reporting compliance that was discovered by an external lawyer. No cashflow was provided or prepared for June, July, August, September or October. CFO services for month of October.

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.

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: 149,677,336
 Reserved for Issuance: 43,903,466

Details of the reserved for issuance

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

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$0.20	0.13 years	22,548,466	January 16, 2020
\$0.20	0.19 years	1,666,000	February 8, 2020
\$0.10	1.73 years	5,134,000	August 23, 2021
\$0.18		29,348,466	

A summary of the Company's outstanding and exercisable stock options as of November 30 is as follows:

Weighted average exercise price	Remaining contractual life (in years)	Number of options outstanding	Expiry Dates
\$0.095	0.65	1,375,000	25-Jul-20
\$0.10	0.92	150,000	01-Nov-20
\$0.10	1.60	850,000	05-Jul-21
\$0.19	2.51	1,900,000	04-Jun-22
\$0.17	2.67	500,000	31-Jul-22
\$0.345	3.13	400,000	16-Jan-23

\$0.13	3.48	1,000,000	23-May-23
\$0.09	3.60	505,000	05-Jul-23
\$0.10	3.72	250,000	20-Aug-23
\$0.10	3.77	250,000	06-Sep-23
\$0.12	3.85	1,000,000	04-Oct-23
\$0.10	4.04	700,000	13-Dec-23
\$0.10	4.23	675,000	20-Feb-24
\$0.05	4.73	5,000,000	20-Aug-24
\$0.11	3.44	14,555,000	

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

None.

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

During the Annual General Meeting (AGM) the election of directors were concluded, it was resolved that:

Tristan Brett,
Scott P. Keeney,
Klaus Kajetski,
Jonna Birgans and
Henri Holm

be and they are hereby elected as the Directors of the Company to hold office until the next Annual Meeting or until their successors are elected or appointed in accordance with the provisions of the Company's Articles.

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 December 3, 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 November 30, 2019	Date of Report YYYY/MM/DD 2019/12/04
Issuer Postal Address : Suite #118, 694 Main Street		
City/Province/Postal Code New York, NY 10044	Issuer Email. (info@fandomsports.net)	IR Telephone No. +1 347 266 0992
Contact Name Henri Holm	Contact Position CEO	Contact Telephone No. +1 305 995 0344
Contact Email Address info@fandomsports.net	Web Site Address www.fandomsports.net	