

FORM 7

MONTHLY PROGRESS REPORT JANUARY 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: 161,677,336

Date: January 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.

1.1 FANDOM SPORTS Media Corp. Announces Share Consolidation

CSE: FDM  
OTC: FDMSF  
FRANKFURT: TQ42

Vancouver, British Columbia – January 29, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ42) ("FANDOM SPORTS" or the "Company"), announces that the Company's board of directors has approved and the Company will be completing a share consolidation on the basis of one (1) post-consolidation common share for every ten (10) pre-consolidation common shares (the "Consolidation").

In relation to the share consolidation, the Company has reserved new CUSIP and ISIN which are: 30710L200 and CA30710L2003, respectively. There is no name change or stock symbol change in connection with the Consolidation.

February 7, 2020 was fixed as the record date for the Consolidation. The Consolidation is subject to the approval by the Canadian Securities Exchange. The details of trading with respect to the Consolidation will be announced by a separate news release.

Currently there are 161,677,336 common shares issued and outstanding and after the Consolidation there will be approximately 16,167,734 common shares issued and outstanding. The Company will not be issuing fractional post-Consolidation common shares to shareholders in connection with the Consolidation. Each fractional share remaining after conversion that is less than 1/2 of a share will be cancelled and each fractional share that is at least 1/2 of a share will be changed to one whole share.

A letter of transmittal with respect to the Consolidation will be mailed to registered shareholders of the Company. All registered shareholders with physical certificates will be required to send their respective certificates representing pre-consolidated common shares along with a completed letter of transmittal to the Company's transfer agent, Computershare Trust Company of Canada ("Computershare"), in accordance with the instructions provided in the letter of transmittal. Additional copies of the letter of transmittal will be available on SEDAR.com under the profile of the Company. All shareholders who submit a duly completed letter of transmittal along with their respective pre-consolidated common share certificate(s) to Computershare, will receive a post-consolidation share certificate.

Shareholders who hold their common shares through a broker or other intermediary and do not have common shares registered in their name, will not need to complete a letter of transmittal.

The exercise or conversion price and the number of common shares issuable under any of the Company's outstanding warrants and stock options will be proportionately adjusted to reflect the consolidation in accordance with their respective terms thereof.

About FANDOM SPORTS:

"PLAY. PREDICT. GET REWARDED."

FANDOM SPORTS Media is an entertainment company that aggregates, curates and produces unique fan-focused content.

The FANDOM SPORTS App is the Company's core product, which is the ultimate destination for unfiltered raw sports talk. The app allows passionate sports fans to unleash their primal sports passions, pick fights and earn rewards.

For additional Information:

Investor Relations  
Email: [info@fandomsports.net](mailto: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](http://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

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1.2. Recent Company funding since June 2019 was mainly by the Company’s CEO and Company’s Technology provider deqode.com since June 20 2019. June to August 2019, private placement yielded \$5,040 shareholder funding out of the total funds raised of \$308,040. The shareholder funding presented only 1.6% of total financing, 98.4% was related-party funding. The related party funding is officially over, and shareholders will need to fund all pre-revenue activities to keep the Company listed to the CSE stock exchange and cover related operational costs of the Company. The share consolidating keeps all current shareholders ownership percentage the same. It gives all shareholders equal opportunity to participate in the future private placement and maintain their shareholding percentage on the Company. In case the Company is not able to secure required funding, it will cease its operations as the FANDOM SPORTS Media Corp. legal entity out of funds to operate. The FANDOMS PORTS Media Corp. has an unpaid intracompany loan to FANDOM SPORTS Oy of Euro 6,447 and Q3 2019 financial reporting detailed accrued liabilities. At the end of 2019 Financial year on January 31, 2020, the Company owned money to related party (management and directors) total of CAD 156,153. All debt which is contractually possible to pay with equity will be settled; remaining unpaid dues are paid in cash from the next round of funding. Primary outstanding payable are consultancy fees which The Company has not been paying since August 15, 2019.

1.3. The Live Sports licensing negotiations with the Greater China prospect partner Promotional Partners World Wide will resume on February 3, 2020. The formal agreement is subject for FANDOM SPORTS Media Corporation funding.

Purpose of China Region Letter Of Intent with the Promotional Partners Worldwide (PPW) is to facilitate the Mobile Application creation and distribution for PRC China sports fan market called FANDOM SPORTS App. The business objective is to create China’s Largest Sports Entertainment Network running on Blaze protocol and FD Technology platform.

LOI facilitates the commercial relationship negotiations until all necessary is in place for the definitive agreement and commonly agreed Master Agent agreement is in place. This LOI shall be valid from the date of signature by each Party until March 1, 2020, unless prior to such date, the Parties agree in writing upon extension or termination thereof or conclude the final and binding written agreements.

Scope of the Agreement

- Partnership in PRC China FANDOM SPORTS App creation and distribution to Create of China’s Largest Sports Entertainment Network on a Blockchain by FANDOM SPORTS and PPW.
- FANDOM SPORTS and PPW jointly develop the live sports app variant for the China market.

- PPW to acquire exclusive PRC China Master Licensee role to run the business operations

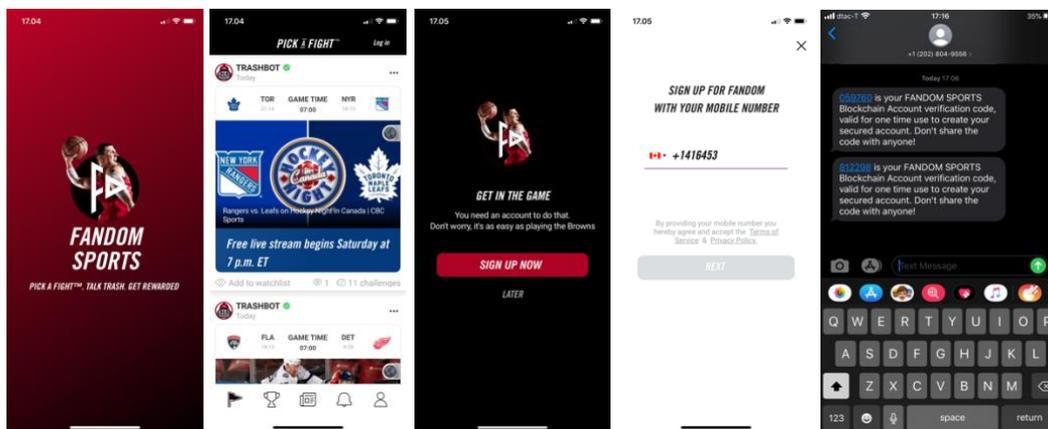
## FANDOM SPORTS App Licensed Product (B2B)

### CUSTOMIZABLE FEATURES

- Two channels: lives ports predictions and daily top sports news
- Content curated via URL link to respect the copyrights and content ownership
- Low content cost
- The smart shell can broadcast all media, it is content agnostic
- Game engine builds missions, levels, Mystery Boxes and experience points
- The experience is social and all about sports fandom
- The aim is to use all platform features and the app shell to harness super fan community
- The monetization is looked after by the Blockchain in-app currency FANCOIN.
- FANCOIN is not a crypto currency but the way to build scalable monetization around content and media including direct to consumer advertising where advertisers account rewards the player directly for consuming their ad content or by user generation UGC to the brand
- Target audience is 18-34 years old super fans

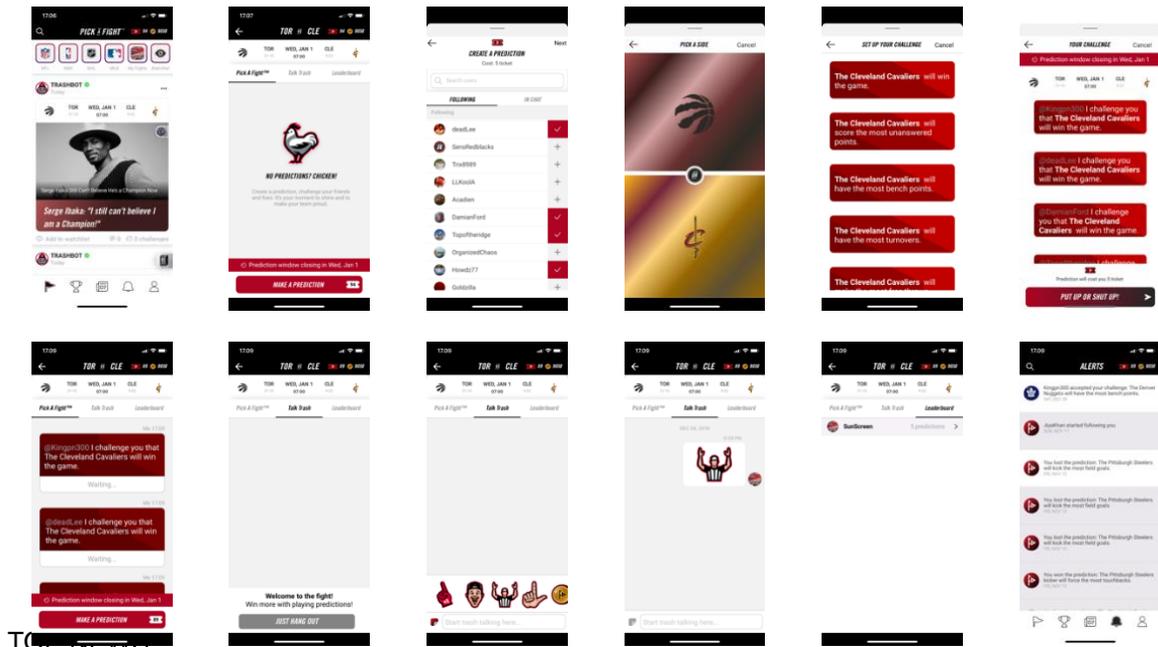
### ONBOARDING

- Download the app from iOS or Android Store: <https://fdm.app.link/Gqpz6uema0>
- Browse the prediction content to become familiar with the content
- Register with phone number to open up a secured Blockchain Account
- User never becomes the product, their passion to the sports is the product
- Create your user profile, once username is created it cannot be changed as it is part of the identity

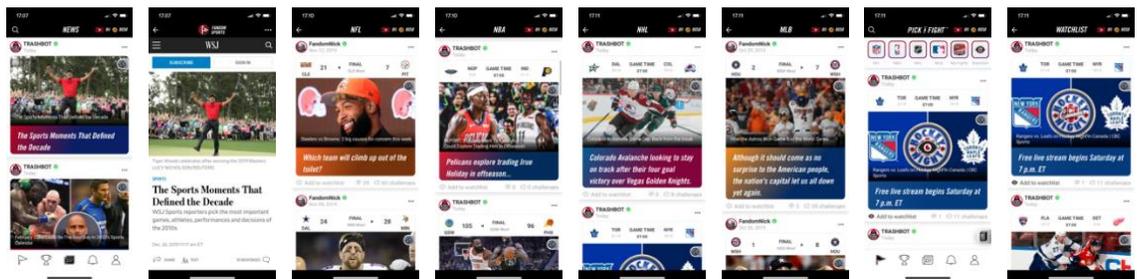


## PREDICTIONS

- Live data feed from Sportradar, the largest sports database and information bank in the world
- Content curated via URL link to respect the copyrights and content ownership
- Low content cost
- Read the news behind the sports story and debate it with other fans
- Predict the upcoming game events and challenge fellow players and sports fans up to ten players at the time

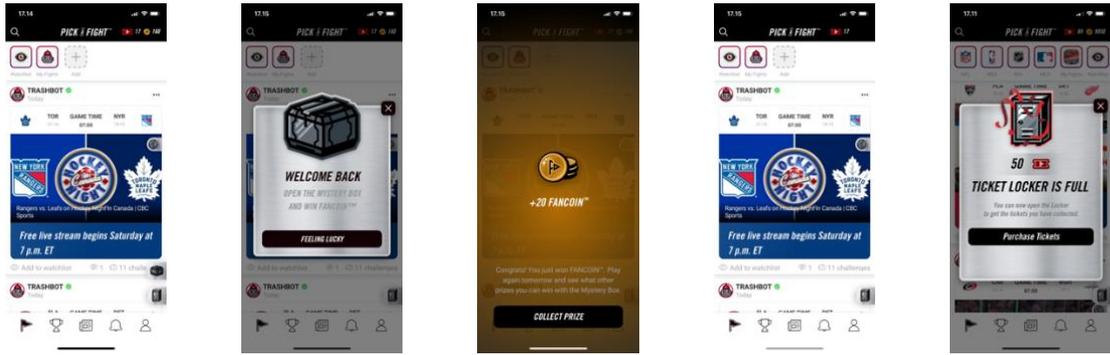


- TOP 10 News stories in sports, is curated by the content team users to engage with.
- Users who are most active on the app and engage in trash talk daily, will be awarded with FANCOIN which they can then trade to real life rewards, like game tickets and gear.
- Sports can be covered year around, whether the sport is in season or not- covering both pre and post seasons in all sports as hardcore sports fans follow what happens within their sport 12 months out of the year.



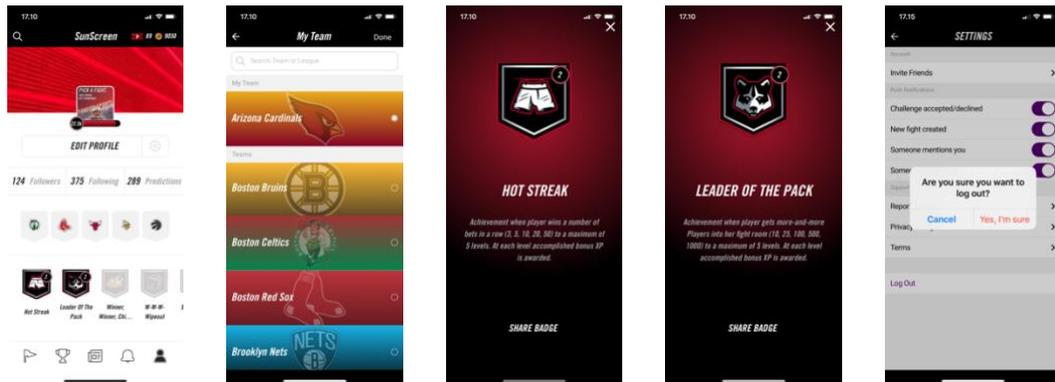
## REWARDS

- Get rewarded from your knowledge and achievements
- Variety of rewards can be used from experience point (XP) that advances player in the game and game mechanics to digital items that can be redeemed.
- Compulsion loops can be designed based on commercial models and feasibility to engage players in a gamified fan engagement platform



## PROFILE and "BRING YOUR CREW" VIRAL FEATURE

- Player profile shows the player status and braking rights
- Each followed team presents a fan touch point which alters the player profile & the news and content feed including the game predictions
- The achieved badges becomes fan items and collectibles
- Deep link from any content within the app gives a possibility to invite a friend by using all media directly to the conversation
- The friend receives the notification, i.e. via WhatsApp and clicks the link. The link automatically opens the content that was shared from the app and in case receiver does not have the app downloaded yet or active the link sets up the download.
- Each player registers a Blockchain Account (wallet) that is secure and has opening balance of 110 FANCOINS
- When new member is introduced to the community the person inviting a friend receives 50 FANCOINS in return, up to 5 invited friends, setting up a viral marketing campaign



1.4. The Board Of Directors approved FANDOM SPORTS Oy voluntary liquidation on January 13, 2020. Official letter on behalf of the sole shareholder, FANDOM SPORTS Media Corporation, was submitted to the Finnish Government on January 22, 2020. The time required to dissolve the entity is three months, estimated time of final closure of the operations is on April 30, 2020.

## 1.5. FANDOM SPORTS Technology (FD Technology x BLAZE Protocol) Licensing

FANDOM SPORTS Entertainment Platform is a distributed micro-services architecture using FD Technology Platform including as a foundation to build applications for sports and esports fans. It uses Blaze Protocol Blockchain to facilitate the App Economy powered by FANCOIN. Technically a distributed microservice mesh, the Company leverages Google Cloud and Kubernetes Services that include intelligent scheduling, horizontal scaling, load balancing, automated rollouts and rollbacks, and secret and configuration management. The key idea behind choosing blockchain platform for FANDOM is that it enables frictionless global licensing operations: Blaze Protocol

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allows for executing transactions in a fraction of a second at a worldwide scale, maximum transaction speed is 50,000 transactions per second. FANCOIN transactions are placed on the Blaze Blockchain network, making them immutable and entirely transparent for the public, ensuring pay-outs to the correct users interacting with the app ecosystem. Tracking this digital footprint using the distributed Blaze also provides extremely valuable metadata generated by users' very recent behaviour.

## 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 micro transaction-based revenue opportunities for FANDOM SPORTS.

1.6. The Board Of Directors approved revenue and profit share-based Licensing agreement templates for the microservices and Blaze protocol. The Company's objective is to enable fast to market platform capabilities for the start-up companies who sign up for the perpetual FD Technology license on the non-compete on live sports or esports, non-exclusive, non-transferable, perpetual, worldwide rights basis.

- 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.
- A Letter Of Intent (LOI) and the Definite Agreement were signed during January with Pet Care Data Management start-up company. PETZEN Limited operates decentralized Apps (dApps) for the pet care industry in the Greater China region. BLAZE Protocol offers an alternative solution for the Company's existing Pet Food and Ecommerce Data Management business. Blaze protocol provides approximately 50% directly suitable solution for the use case.
  - A Letter Of Intent (LOI) and the Definite Agreement were both signed during the month of January Nordics based start-up company operating in private, government and non-profit organizations to improve work efficiency and transaction-based payments. Company MyyWorks was founded by former Directors of FANDOM SPORTS Oy who believe to the micro-transaction capabilities of the Blaze Protocol as a new use case vertical to improve operational efficiency of its clients. The licensed software has 30% direct compatibility for the use case. The Licensee pays revenue/profit share according to the licensing agreement to FANDOM SPORTS Media Corp.

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

The CEO and the Board of Directors hired Company's 2015 – 2018 ex-CFO Alexander Helmel as the Finance and Strategy Consultant to consolidate the FDM shares for refinancing options for the Company. Mr Helmel prepares the Company's fourth-quarter financial statements and MDA. Consultancy agreement covers up to end of April 2020.

In management's view, given the nature of the Company's operations, which consist of the development of the FD Technology and the mobile applications, the most relevant financial information relates primarily to current liquidity, solvency and planned development expenditures.

The Company's commercial success will be dependent upon the extent to which it can complete private placement under low share price and company valuation. Funding may take longer than expected and the amount of future revenue, if any, is difficult to determine. The value of the core products is mainly dependent upon many factors beyond the Company's control, including live sports and esports entertainment and media trends and marketing trends and investors appetite to invest to the Canadian Securities Exchange ([www.thecse.com](http://www.thecse.com)) listed small-cap company. Company's Liquidity risk is assessed extremely high.

The Company contacted during January the twenty-five Venture Capital firms and Accelerators VCs, including most active angel and seed-stage investors, to start 2020 fundraising for the Esports application concept, its development and roll-out



Accelerator Venture Capital firms' general qualification rules:

- 1) At least two co-founders
- 2) Co-Founders must own more than 50% of outstanding shares
- 3) Option and equity pool for key employees is a must, 5% equity and option pool between 10-15% of shares outstanding is considered sufficient
- 4) Clean Cap table
- 5) Clean ownership structure
- 6) Key technology and architecture owned by the Company, a modular technology solution may consist of open source code or licensed services
- 7) The product launched, first revenue recognized or a signed customer case, product/service concept ready to scale
- 8) The cost-efficient, scalable business model

Contacted VCs had all made previous investments to Esports, Gaming and Platform companies:

100 Thieves  
9gag  
After School App  
Amino  
Art Of Sports  
Blockcypher  
BOOM tv  
Cloud 9  
Cotendo  
Discord  
DOTS  
Draft  
Draft Kings  
Drop  
EPIC Games  
Esports Charts  
FAN TV

Fandom  
Fig  
Figments  
FOERT  
Free Range Games  
FUN Technologies  
Game Closure  
Gen.G  
Getader  
HERO  
Entertainment  
iDreamSky  
Jianghu  
Jungle Egames  
KABAM  
mitú  
Nugit

ONE  
Championships  
Play Studio  
Player Lounge  
Pocket Gems  
Rovio  
Scopely  
Seriously  
Silver Esports TV  
Smash GG  
Supercell  
the Score  
Twitch  
UNIKRN  
Vungle

Contacted Venture Capital Firms:

500 Startups  
Accel  
Battery  
Bessemer Venture Partners  
Canaan  
Cowboy Venture  
dcm.com

Felicis Ventures  
First Round  
Founders Fund  
GGV Capital  
Greycroft  
GreyLock Partners  
Kleiner Perkins

Lightspeed  
New Enterprise Association  
Redpoint  
Relay Ventures  
Sequoia  
Sierra Ventures

sosv.com  
Techstars  
Union Square Venture  
Upfront Ventures  
Y Combinator

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.

The President and Chief Content Officer consultancy agreement ended on January 31, 2020.

The Chief Executive Officer current consultancy agreement ends on April 30, 2020.

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 ordinary 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 instead of monetary compensation until the Company has secured financing.

The Company does not have any credit cards or debit cards before the next round of fundraising is completed, meaning that all online payments are stopped and provided services available for the Company won't exist.

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: 161,677,336

Reserved for Issuance: 42,203,466

Details of the reserved for issuance

As of January 31, 2020, the continuity schedule of warrants is as follows:

Weighted average exercise price	Remaining contractual life	Number of warrants outstanding	Expiry Dates
\$0.20	0.12 years	22,548,466	March 16, 2020
\$0.20	0.19 years	1,666,000	April 8, 2020
\$0.10	1.56 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 January 31, 2020 is as follows:

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Weighted average exercise price	Remaining contractual life (in years)	Number of options outstanding	Expiry Dates
\$0.050	4.56	5,000,000	20-Aug-24
\$0.100	4.06	100,000	20-Feb-24
\$0.125	3.87	600,000	13-Dec-23
\$0.115	3.68	1,000,000	04-Oct-23
\$0.095	3.60	250,000	06-Sep-23
\$0.095	3.55	250,000	20-Aug-23
\$0.090	3.43	355,000	05-Jul-23
\$0.125	3.31	500,000	23-May-23
\$0.345	2.96	250,000	16-Jan-23
\$0.170	2.50	500,000	31-Jul-22
\$0.190	2.34	1,800,000	04-Jun-22
\$0.100	1.43	850,000	05-Jul-21
\$0.100	0.75	150,000	01-Nov-20
\$0.095	0.48	1,250,000	25-Jul-20
<b>\$0.103</b>	<b>3.27</b>	<b>12,855,000</b>	

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

At the end of 2019 Financial year on January 31, 2020, the Company owned money to related party (management, FANDOM SPORTS Oy and Jordao Capital) total of CAD 216,493. The owing consisted of USD 55,000 (CAD 72,786) to the President and Chief Content Officer of the Company and Chief Executive Officer of the Company CAD 84,240 for payments made on Company's behalf and provided services since August 15, 2019. Euro 6,447 (CAD 9,467) due to FANDOM SPORTS Oy and CAD 50,000 (excluding tax) to Jordao Capital.

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

The President and the Chief Content Officer's consultancy agreement last date was January 31, 2020. The Company has not been able to pay consultancy fees since August 15, 2019 due to lack of sufficient funds. The Company owes the President USD 55,000 as of January 31, 2020.

Mrs Birgans will continue as an independent Director of the Company.

The last date of the Chief Executive Officer's consultancy agreement is April 30, 2020. The Company has not been able to pay consultancy fees since August 15, 2019, due to lack of sufficient funds. The Company owes the CEO 84,240 as of January 31, 2020, for prepaid expenses paid behalf of the Company and consultancy fees.

Mr Holm will continue as an independent Director of the Company after April 30, 2020.

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 January 31, 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 January 31, 2020	Date of Report YYYY/MM/DD 2020/01/31
Issuer Postal Address : Suite 830 – 1100 Melville Street		
City/Province/Postal Code Vancouver BC V6E 3A4	Issuer Email. ( <a href="mailto:info@fandomsports.net">info@fandomsports.net</a> )	IR Telephone No. +1 604 2566990
Contact Name Henri Holm	Contact Position CEO	Contact Telephone No. +1 604 2566990
Contact Email Address <a href="mailto:info@fandomsports.net">info@fandomsports.net</a>	Web Site Address <a href="http://www.fandomsports.net">www.fandomsports.net</a>	