

Fandom Sports Provides Update on Corporate Progress and Upcoming Catalysts

Vancouver, British Columbia – July 20, 2020 – FANDOM SPORTS Media Corp. (CSE: FDM) (OTC: FDMSF) (FRANKFURT: TQ43) ("Fandom Sports" or the "Company"), is pleased to outline recent progress and initiatives underway.

Fandom Sports English language version of the all-ages Esports app is currently in private beta being tested by strategic advisers. Fandom Sports' Esports app revolutionizes Esports engagement by using gamification for making predictions on live Esports events and increasing user engagement across multiple platforms, game titles and Esports events. Fandom Sports has 2 types of primary data: 1. Game Data 2. Content Data. Fandom Sports' community managers will be able to take those data streams and formulate a proprietary prediction interface for all ages users to begin interacting with each other while creating and fostering community engagement around their favourite teams and Esports stars.

The Company has just signed a Letter of Intent (LOI) with Esportz Network (Esportz), a Thompson Reuters Corporation partner. Esportz is one of the largest dedicated Esports news organizations with over 90 freelance reporters who provide access to global coverage of a wide variety of Esports titles, professional Esports leagues, teams, and athletes. Esportz is the first of numerous content and data partners that will be evaluated and announced as partners for the Fandom Esports ecosystem.

On top of the advanced testing of the app and further data and content API evaluation, our tech team at Deqode is completing further evaluation of Mandarin language integration to enable the Company's mainland China beta test of the Fandom Esports App. In furtherance of the Company's global ambitions, evaluation is also underway for another private beta in Middle East North Africa (MENA) to facilitate a private beta for one the world's highest engaged social media and gaming audiences.

In parallel to Fandom Sports' all ages fan engagement platform, the Company's Curacao gaming license application is in progress. Once approved, the Company will be able to accept wagers on Esports events from residents of over 149 various international jurisdictions. Foreign subsidiaries are being formed for banking and payment processing relationships which are required to operate the business vertical in house or via affiliate partnerships.

The Company has engaged GIC Merchant Bank with its affiliate partners, to provide certain financial consulting services to Fandom Sports in connection with Fandom's intention to improve shareholder value through organic and acquisitive growth. The Company is evaluating acquisition opportunities in both Esports and iGaming verticals.

A world class Advisory Board has been formed and includes notable and recognized personalities in the Esports space, namely: Yuanhua Fei, John Armstrong, Guy Ben-Dov, Wim Stocks and Neil Duffy. The company also added a new Board Member, Jonson Sun, a high profile figure on Bay Street with significant experience and exposure with mainland China family offices.

David Vinokurov comments, "The entire Fandom team is hard at work and working relentlessly to crystallize actions that will add considerable shareholder value. Esports is becoming a way of life for many people and streaming, building communities, winning competitions and following games, teams and players has given birth to a whole ecosystem of new investment opportunities. Fandom Esports has positioned themselves at the bullseye of this perfect storm."

Shares for Debt Settlement

The company reports that a debt settlement agreement has been issued for 68,181 shares based on a closing price of \$0.44 as at July 17, 2020. The shares have been issued in lieu of a payment of \$30,000 CAD. The shares when issued will be subject to a 4 month hold period.

"PLAY, PREDICT, GET REWARDED."

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.

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

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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.

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